THE ULTRA CONSOLES MAG!!!

MEAN MACHINES

£1.75
#10 JULY

9 770960 495000 07

THIS MONTH'S SPECIALS:



◄ SONIC! FIRST REVIEW!
GG SHINOBI REVIEWED!
BONANZA BROTHERS!
SEGA PRINCE OF PERSIA!
SIM CITY ON FAMICOM!

SEGA

MEGADRIVE

SUPER FAMICOM

NINTENDO

GAMEBOY



SHADOW OF THE BEAST ON SEGA!

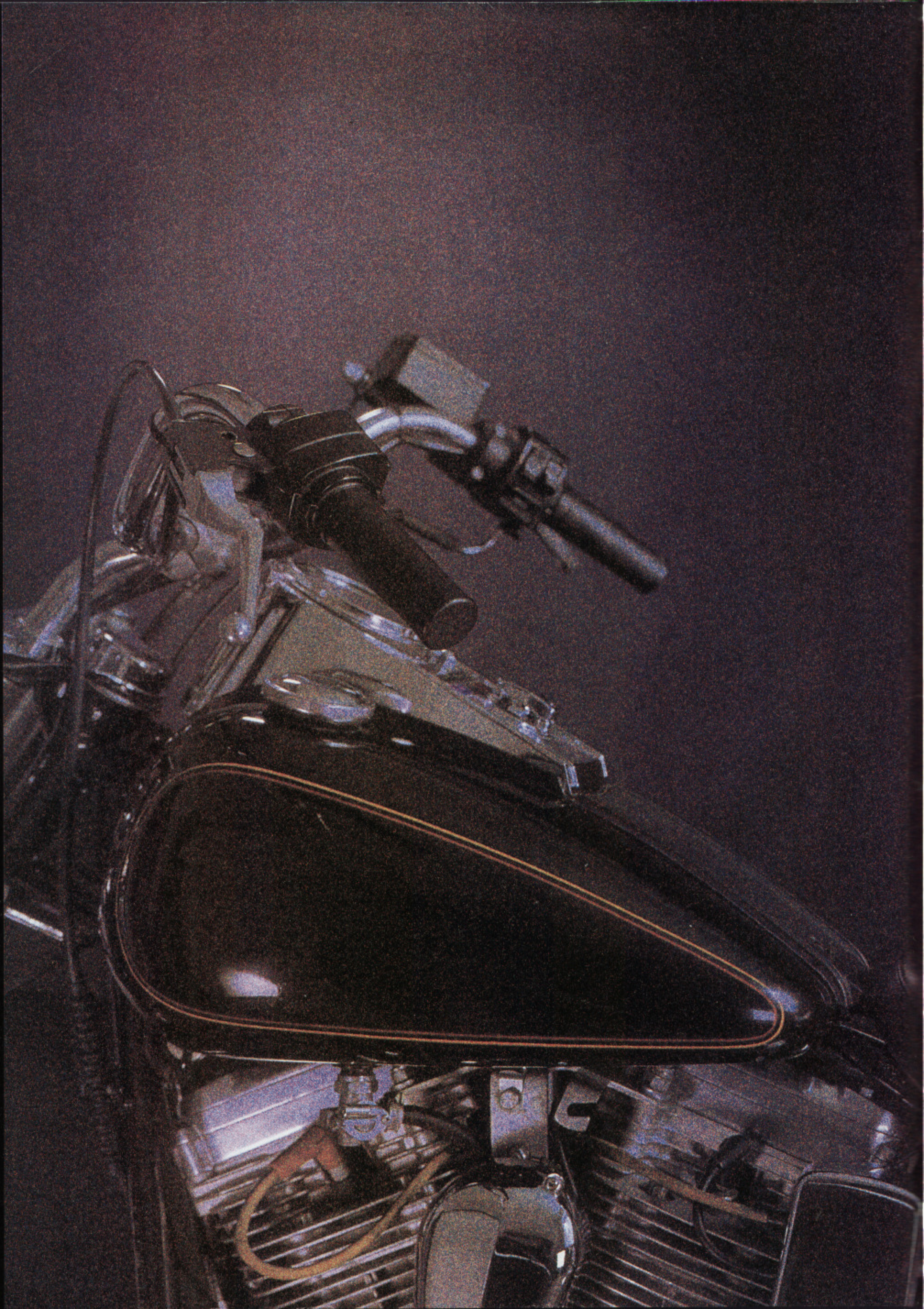
A MASTER SYSTEM MONSTER?

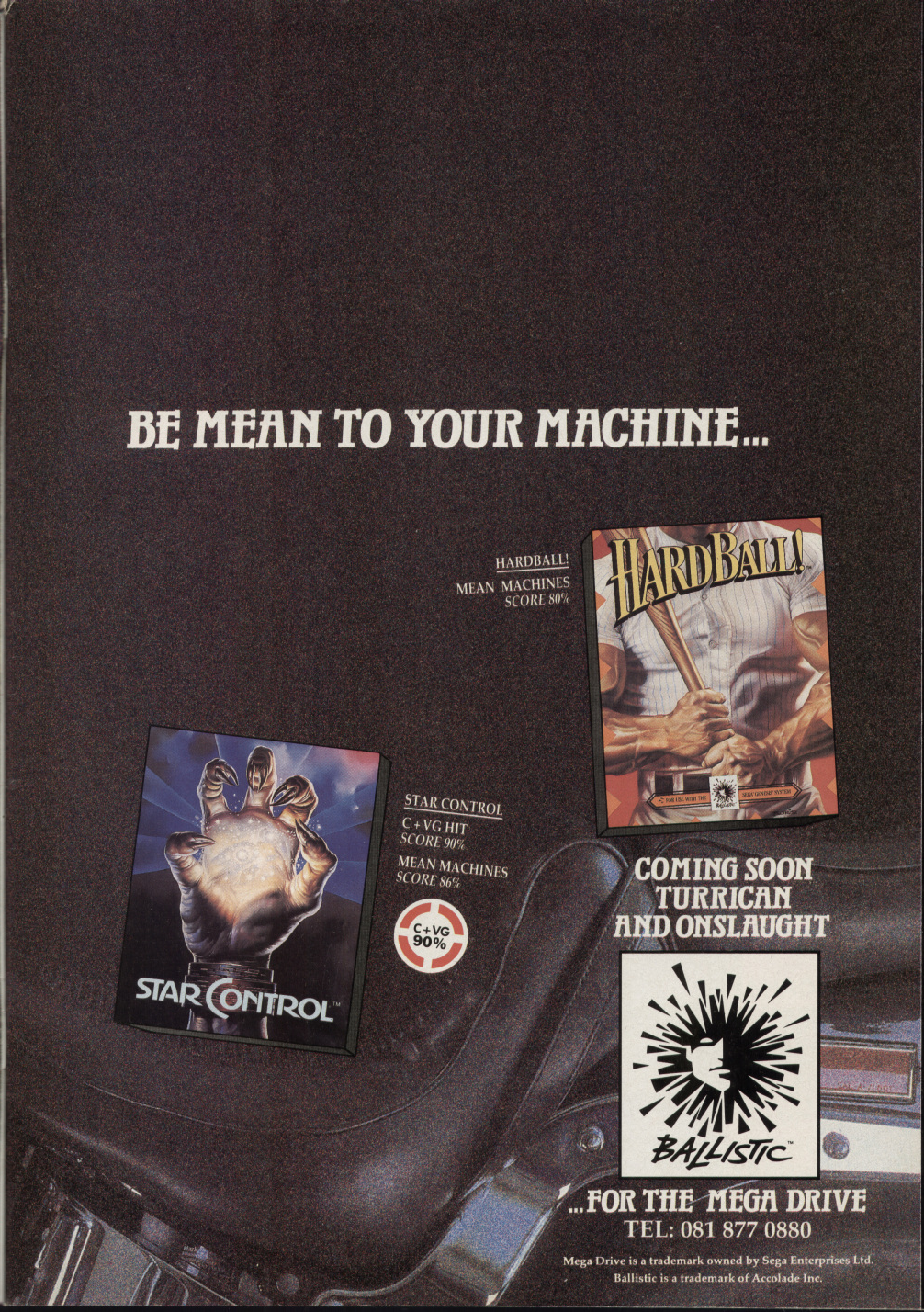
FREE!

GLOW-IN-THE-DARK STICKERS!! COLLECT AND

WIN!

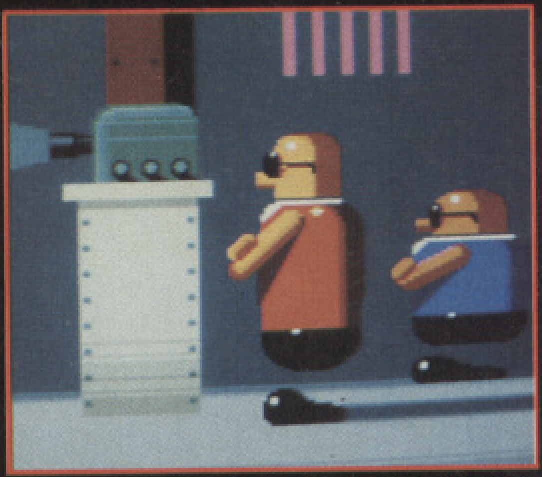
ONE OF FOUR SUPER FAMICOMS!



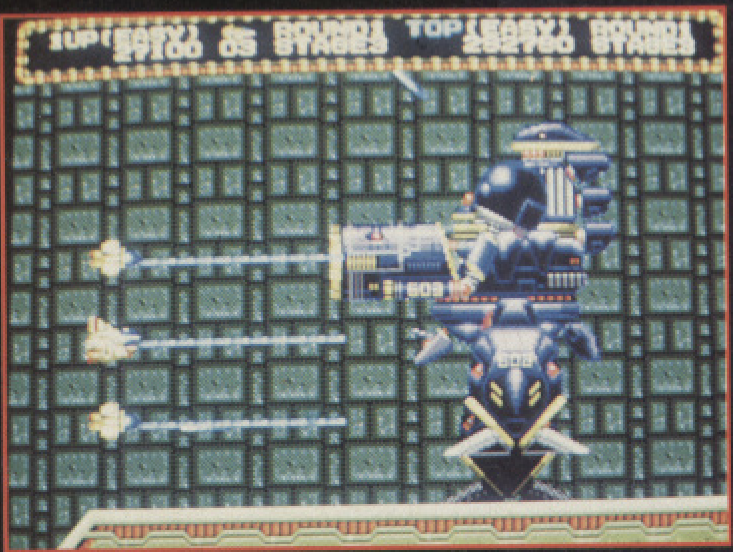

BE MEAN TO YOUR MACHINE...
HARDBALL!
MEAN MACHINES
SCORE 80%
HARDBALL!
STAR CONTROL
C+VG HIT
SCORE 90%
MEAN MACHINES
SCORE 86%
C+VG
90%
STAR CONTROL
COMING SOON
TURRICAN
AND ONSLAUGHT
BALLISTIC
...FOR THE MEGA DRIVE
TEL: 081 877 0880
Mega Drive is a trademark owned by Sega Enterprises Ltd.
Ballistic is a trademark of Accolade Inc.

CONT

MEAN



▲ Bonanza Bros gets the MEAN MACHINES treatment on page 86!



▲ Laser annihilation in the brill Zero Wing.



▲ The Zero Wing ship itself! Check out page 74!



▲ Star Control: the best two-player game ever?



REVI

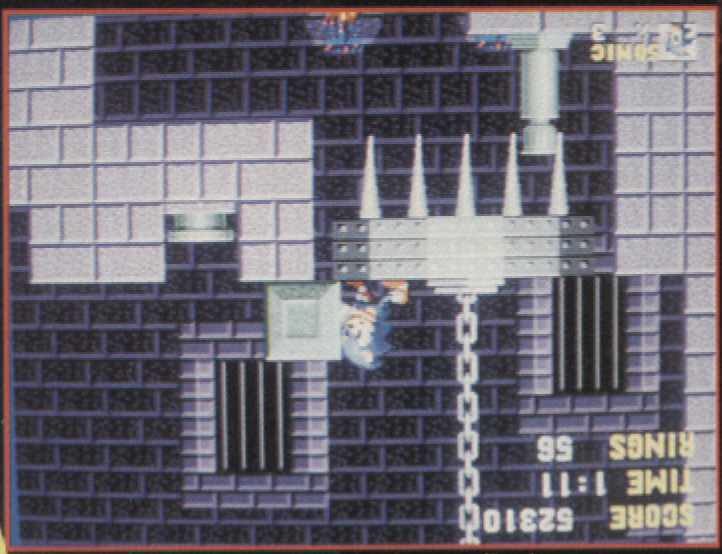
ENTS

JULY !

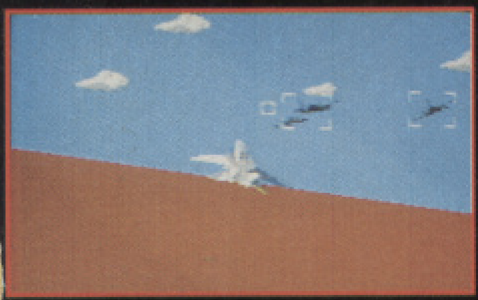




▲ Shadow Warrior: page 66!



▲ Sonic: the most eagerly awaited game ever...



▲ Skyhawk thrills!



▲ Sonic the Hedgehog's on page 42!

TIPS HELPLINE 40

Replacement editor Paul Glancey takes the "Hot Seat" for this month's round of interesting posers. Want to know about the two player mode on Famicom Final Fight? This is where we print the truth!

THE HOTLINES 54

Want to win a new console? Check out the MEAN MACHINES Hotlines, where you can win a Super Famicom, a Megadrive, a Gameboy, a Game Gear AND £150's-worth of software!

THE SUPER STICKER COMPO! 56

Use your free stickers to win one of four fabulous Super Famicoms in this truly cosmic compo run in conjunction with Computer and Video Games!

MEGAMART 91

Got something you want to sell? Or are you after some second-hand gear? Well, these are the pages to squint at - our unbeatable small ads section for the hard of finances.

YOB'S GOSSIP 103

Mr YOB's second appearance of the month, during which he reveals a few things about Barbie and how much you may have to pay for your imported copy of Sonic the Hedgehog!

NEXT MONTH 106

When's the next ish out? How much is it going to be? Turn to this page and find out, already!

PREVIEWS

SHADOW OF THE BEAST 16

MEAN MACHINES gets an exclusive look at Tecmagik's Master System conversion of the technically stunning Amiga game. Is it destined to be a classic?

PRINCE OF PERSIA 100

One of the best computer platform games of recent months makes it to the Master System courtesy of Domark, and it's looking good!

REVIEWS

EWED

NINTENDO

MEGADRIVE

JULIAN "JAZ" RIGNALL
EDITOR WHILE JAZ WAS AWAY
PAUL GLANCEY
ART EDITOR
OSMOND "OZ" BROWNE
STAFF WRITER
RICHARD "CALL ME DICK"
LEADBETTER
ILLUSTRATOR
GARY "FROLICS" HARROD
AD MANAGER
MARTHA "I'VE GOT A 205 GTI TOO"
MOLOUGHNEY
PRODUCTION ASSISTANT
JO "SUPA DRESS SENSE"
GLEISSNER
PUBLISHING DIRECTOR
GRAHAM "THE EARLY MAG
CATCHES OUT THE WORM"
TAYLOR
THANKS THIS MONTH TO: Paul for mucking in, George Negata and Adam for mucking out, and Martha for mucking about.
HELLO TO: Mr Nobby Plops, purveyor of fine lovespoons
DOSSHOUSE OFFICE: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
ORAL COMMUNICATION VIA ELECTRONIC MEANS: 071 251 6222
WRITTEN COMMUNICATION VIA ELECTRONIC MEANS: 071 490 1095
PRINTED BY: BPCC BUSINESS MAGS LTD
FABBO COLOUR BY: PROPRINT
MORE FABBO COLOUR BY: COLOUR CONNECTION
TYPESET BY: IRISH SETTERS INTERNATIONAL
JAZZA S HAIR BY: TERRY AT JIGSAW, SOUTHEND - THE FINEST HAIRDRESSERS IN THE SOUTH EAST
DISTRIBUTED BY: BBC FRONTLINE
REMEMBER KIDS: SPINNING AND BOW TIES GO TOGETHER

COMPETITION RULES

Are you an EMAP employee? Or are you immediately related to an EMAP employee? Well, when it comes to competitions, you can go forth and multiply 'cos you can t enter any of 'em. Some other people who can also go forth and multiply are Dwayne "Zit Popper Champ 1991" Minton and his family from West Wormwood. Since they own a house so filthy that you have to wipe your feet on the way out, they too are banned from entering competitions. Oh yeah, the editor s decision is final, so don t write to moan.

JAZZA S FINAL BIT

You re expecting a competition, aren t you? Well, here it is. I want you to write to me with suggestions about what you think would be a great Final Bit competition. Use your skill, wit and imagination, if you ve got some. The best competition idea will be turned into a Final Bit competition in a couple of months. The prize for the best entry? Well, I ll tell you next month - but I ll promise it ll be good. Send your entries to JAZZA S COMPETITION COMPETITION, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

EDITORIAL



WHAT A STUNNER

One of the best drawings yet received by us lot at MEAN MACHINES was sent in by the very talented Matt Lyon of Basingstoke, Hants. His stunning picture of Sonic the Hedgehog is a real eye-catcher, I'm sure we'll be seeing lots more stuff from this guy in the future - keep your eyes peeled.

PET TALENT BONANZA

Pepsi and Suki are the two pets owned by console-crazy Paul Rogers of Usworth, Tyne and Wear - but not much talent on display there, unfortunately. Don't they do anything but flop around?

However, here's a gifted moggie, and no mistake! All that Domino the cat needs to do a wicked impersonation of Lawrence of Arabia is a towel. Cheers to Mark Sanders from Manchester for sending in that picture of his pussy.

Winning the Cute Pic of the Month Award is James Whitlock of Shirly, Southampton, who sent in the superb picture of his dog 'n' kitten, Honey and Leo.

But real talent was found in the form of Ben Dick's veritable pet zoo in Loxwood, W Sussex! Max the dog, Janet the rat and Jason the cat have formed a rap group, but have yet to learn more than one line...











LOOK AT THE SIZE OF THAT FLICK

Flip me, it's shock horror revelation city this month with a veritable musical chair scenario as staff move around the office. First up Richard Leadbetter has moved across from CVG magazine to join us full time, parking his narrow ass on the still-warm seat oh-so-recently vacated by Matt Regan.

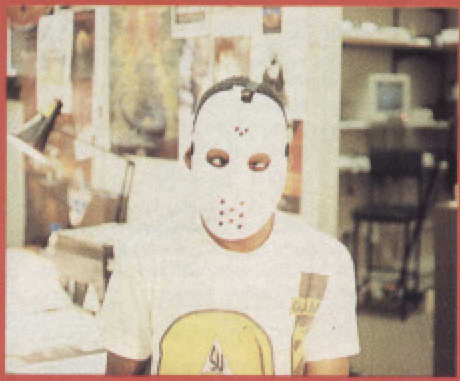
"But where has the boy Regan gone", I hear you cry? Well, he's toddled off to review exciting Spectrum and PC games for Sinclair User and PC Leisure. So wish bon adventure and all that to him, and extend a big, warm welcome to Richard, the phone box fiend of Witham Town.



JULIAN "JAZ" RIGNALL
Jazza's holiday will be in Florida this year, where he plans to visit all the fabbo tourist attractions like the MGM and Universal Studios. Top of his list, though, is Disney World, where he can't wait to see and meet all the Disney characters! Odd really, since he already works with a staff of Mickey Mouse characters, you'd think he'd want to get away from them...
CURRENT FAVE GAMES: STAR CONTROL, SIM CITY



RICHARD "TELECOM TERRORISOR" LEADBETTER
Richard isn't going on holiday this year, instead this cosmopolitan dude's week off will be spent sightseeing in his home town of Witham and checking out the local girls at the large supermarket nearby. And we're sure that he'll while away many of his leisure hours getting up to more phone-box frolics and mouthpiece malarkey.
CURRENT FAVE GAMES: FINAL FIGHT, SIM CITY, SUPER MARIO IV



OZ "HE'S A REAL NOWHERE MAN" BROWNE
Hardworking Oz is spending his holiday in the office. So that's that.
CURRENT FAVE GAMES: STRIDER, MIDNIGHT RESISTANCE, THUNDERFORCE III



GARY "I LOVE STROKING PUSSIES" HARROD
Gary's going on a massive UK tour of British arcades, where he's hoping to play every game in existence. He's starting at Key Amusements in Poole, and will then be working clockwise around the country by bicycle, spending loads of cash racking up as many highscores as possible. If you see him, take his picture and send it into MEAN MACHINES!
CURRENT FAVE GAMES: SIM CITY, MIDNIGHT WANDERER

RATING SYSTEM

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

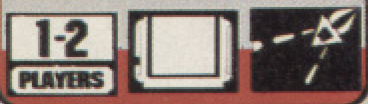
GAME TYPE



These nifty icons show you what sort of game it is - here's the full list:



BY: 'TRONIC ARTS
PRICE: £39.99
RELEASE DATE: JAN
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 1-5
SKILL LEVELS: 1
RESPONSIVENESS: GREAT



PRESENTATION 91%
The game is very well presented, with plenty of options. Nice presentation screens as well

GRAPHICS 91%
A nice variety in all the backdrops and sprites.

SOUND 72%
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%
Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

LASTABILITY 81%
The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%
A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasting freaks.

MARKS

90+
A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.

80-90
A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79
A pretty good game which should still appeal to fans of the genre.

45-64
An average game - might disappoint some fans.

30-44
Below average. Very few players will get much entertainment.

11-29
A very poor game indeed which will only be played a few times before being shelved.

14-
An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME
When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!

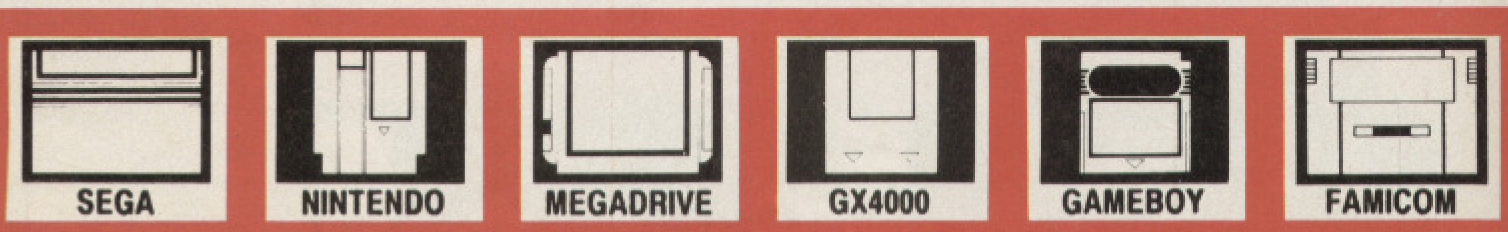




CLASSIC
This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.

FORMAT

This icon tells you what type of cartridge the game is on - here's the full list:

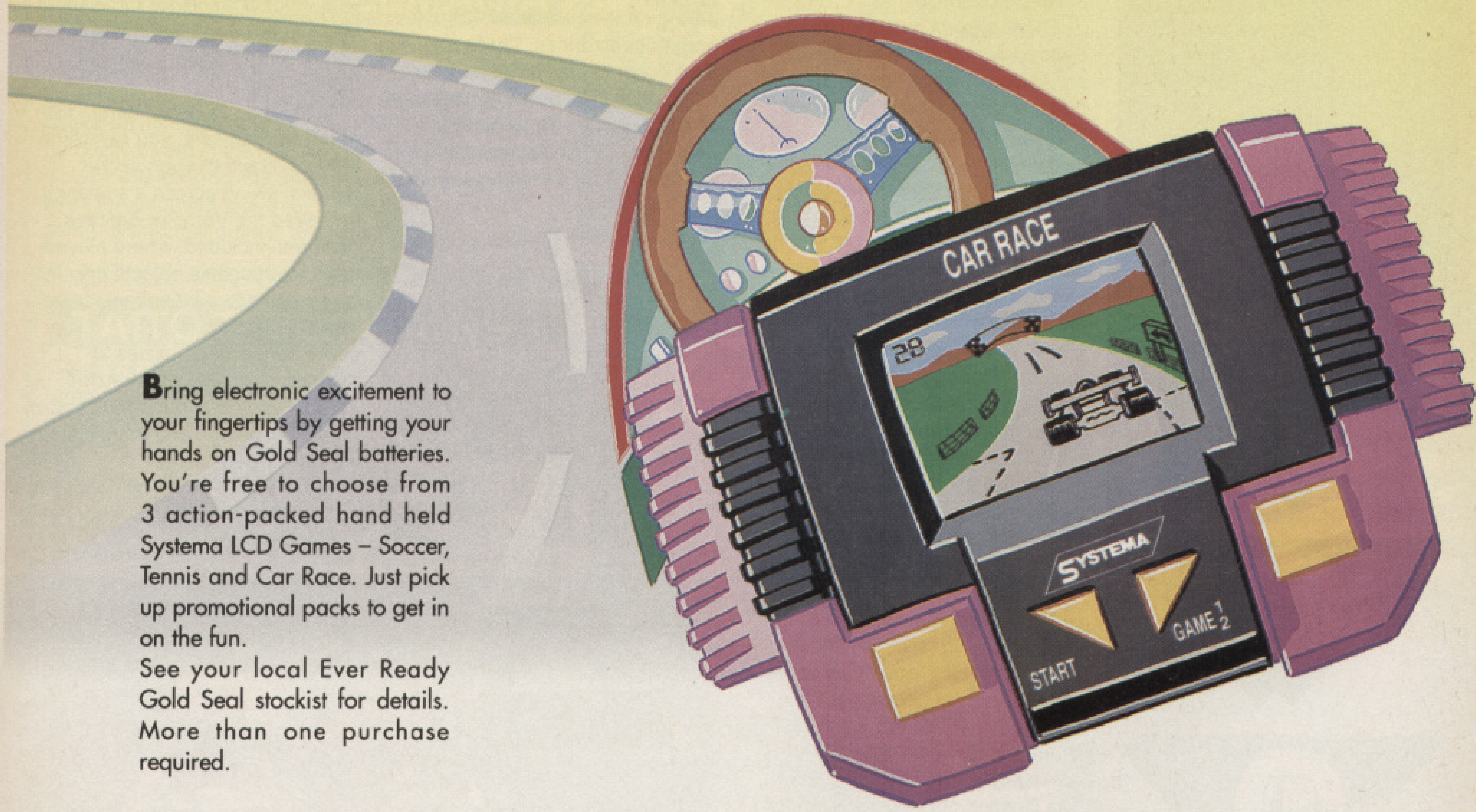


FREE ALL ACTION

SYSTEMA LCD GAME

NEW FROM THE *Power* COLLECTION

EVER READY®



Bring electronic excitement to your fingertips by getting your hands on Gold Seal batteries. You're free to choose from 3 action-packed hand held Systema LCD Games – Soccer, Tennis and Car Race. Just pick up promotional packs to get in on the fun.

See your local Ever Ready Gold Seal stockist for details. More than one purchase required.

LOOK OUT FOR SPECIAL PACKS



NO OTHER BATTERIES ARE EVER READY®

Promoter: Ever Ready Ltd, Mailbag, PO Box 1447, London W6 8EG.

4 LCD GAME Starter Points

Power COLLECTION — EVER READY®

These 4 LCD Game Starter Points count towards one application for the Ever Ready LCD Game offer providing your application is received by **2.9.91.**

Only one voucher may be redeemed per application. This voucher cannot be redeemed in conjunction with any other offer.

See special packs for full details on the LCD Game offer.

Please complete your name, address and choice of game when applying for this offer.

Name: ....

Address: ....

.... Postcode: ....

Age: .... Signature: ....
of parent or guardian (if under 18)

Preferred LCD Game: ....

If you do not wish to receive details of any other Ever Ready special offers, please tick ☐. Voucher valid until **2.9.91.**

Send this coupon with your special LCD Game points to:
POWER COLLECTION LCD GAME OFFER,
PO BOX 112, LIVERPOOL L69 1QZ.

4

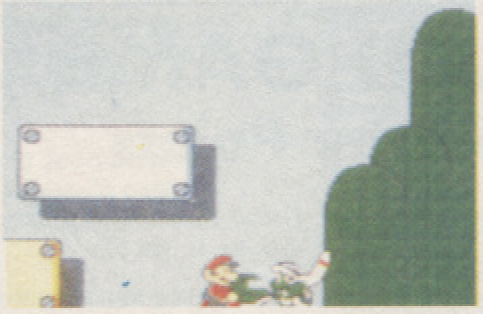
MMSP

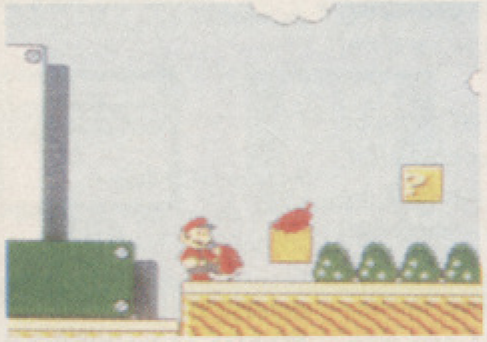
NINTENDO'S ACE LINE-UP!

Nintendo have come up with a huge list of potentially block-busting games set for release at the end of the year. The biggie must be Super Mario Bros 3, the latest in the completely cosmic Mario series. Featuring loads of levels and secret warps, Mario 3 has out-sold supply in the US, and will doubtlessly do the same when it's released over here in early November.

Other biggies include The Simpsons, which we extensively previewed in issue seven. This will definitely be released at the end the year, along with the long-awaited WWF Wrestlemania! Nintendo also hope to release Powerblade, a beat 'em up in the Batman style that has sold untold copies in the US. It features simultaneous two-player thrills along with over ten different weapons with which to blat the baddies. Rollergames is another beat 'em up, this time with the action taking place on roller skates! Other biggies lined-up for release next year include Top Gun 2, Defender of the Crown, Mission Impossible (based on the TV series) and Ski or Die.

But that's not all, because Nintendo also have a load of Gameboy stuff ready for release over the months leading up to Christmas, with goodies in the form of Super RC Pro Am (which is apparently better than the NES game and programmed by Rare!), The Rescue of Princess Blobette (a Boy and His Blob Gameboy adventure), Samurai Adventure, and the pretty impressive conversion of Irem's R-Type coin-op! Not bad, eh?





SEGA AT THE SHOPPER SHOW

Sega have decided to turn out in force at the December Computer Shopper Show, to be held at the Wembley Exhibition Halls from 5 to 8 of December. As well as being an opportunity to show new products, the Shopper shop usually turns out to be a major price-cutting extravaganza, with companies of all descriptions selling off their wares at mega-cheap prices. There are always some mail order console companies making an appearance at this event, so if you fancy getting hold of some new carts on the cheap, this is the place to be!





BLACKPOOL'S CRYSTAL MAZE

If you fancy having a bash at the biggest computer game in the country, Blackpool's the place to be! They've erected a massive version of Channel 4's Crystal Maze at the Sandcastle leisure centre on Blackpool's famous Golden Mile.

According to Cyberdome - the game's organisers, you can climb ladders, crawl through secret tunnels, swing across a snake pit and even the Vampire Batcave has been included, where players have to recognise objects only by touch (sounds a bit suspect to us). There's also lots of computer-related puzzles to overcome, as well as an Aztec Temple scenario, dungeons below medieval towers, and there's even a Future Space stage!

So, if you're going on holiday to sunny Blackpool this summer, why not check it out?



That man Jazza spent two fun-filled weeks in Chicago, during which time he visited the mega-enormous Computer Entertainment Show - one of the biggest computer and console shows in the whole world. Here's some of the hot news he managed to dig up and send back to the office during his thrill-packed excursion to the States.



16-BIT WRESTLEMANIA

Acclaim also have a treat in store for Super NES-owning WWF fans in the form of their new Wrestlemania cart. Featuring superb, realistic sprites based on the real-life wrestlers, WWF looks certain to go down a treat in the US. Acclaim are promising to include one-on-one matches, tag team games and even the daunting four-man rumble! There's even some "pre-match drama" thrown in for good measure!

TAITO TITILLATIONS

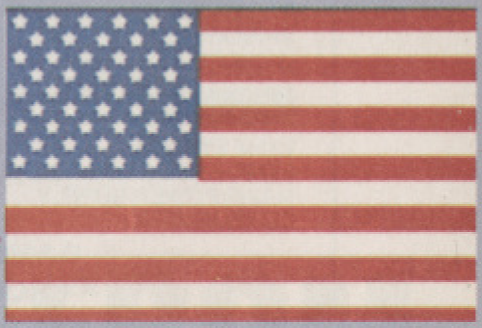
Taito are developing some pretty hot new Megadrive products for the US market, so via the importers they'll more than likely end up on our hallowed shores before too long. The first game is Thunderfox, a beat 'em up with shoot 'em up overtones that pits the player (and his chum in two-player mode) against rampant terrorists. The second release is Growl, a conversion of a coin-op currently "doing the rounds" in an arcade near you. Growl is a shoot 'em up with seven levels and loads of special moves and weapons with which to do over a bunch of evil wildlife poachers. No release date has been set yet for these games, so don't hold your breath!





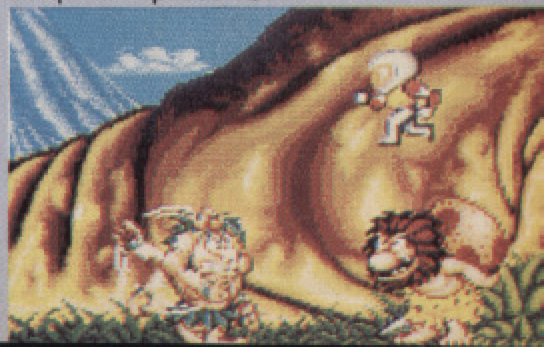
CAPCOM GO MEGA

Capcom used the Chicago CES to continue plugging the latest in their long-line of mega-quality Nintendo Mega Man games. Mega Man 3 has been doing the rounds for a few months in the US now, and boasts 21 levels of action, with eight more mega baddies to do away! Rush, Mega Man's pooch also makes an appearance to help out his mega master! But that's not all, because Capcom also unveiled Mega Man 4 at the show! This is going to be released in the States around November. Unfortunately, there's no UK release dates yet for either of these potentially stunning games.



DATA EAST SUPER NES MALARKEY

Caveman Ninja, a scrolling cutesy beat 'em up in an arcade near you, is to receive the Super NES (that's the American Super Famicom) treatment thanks to the game's creators, Data East. The game's a simultaneous two-player effort with the ninja cavemen out to rescue a cave-babe that's been viciously kidnapped. Data East reckon they've duplicated the graphics, sound and gameplay, so it should be quite impressive...



DISCOUNT CONSOLES

TEL: 081-341 6767

SEGA MEGADRIVE £124.99 IMPORTED

★★PC ENGINE★★

PC ENGINE CORE – GRAFX PALI VERSION + JOYPAD + POWER SUPPLY UNIT	129.99
CONTROL PAD	17.99
PRO 1 JOYSTICK	19.99
BATMAN	29.99
CITY HUNTER	24.99
CYBER CORE	19.99
JACKIE CHAN	34.99
OUTRUN	29.99
PACMAN	24.99
PARANOIA	19.99
PSYCHO CHASER	19.99
R-TYPE	24.99
SHINOBI	24.99
TENNIS	19.99
TIGER ROAD	19.99
VIGILANTE	19.99
BEBALL	29.99
TOMMAN	34.99

★★SEGA GAME GEAR★★

SEGA GAME GEAR SYSTEM	99.99
GAME GEAR + ANY GAME	119.99
CHASE HQ	24.99
COLUMS	24.99
G-LOC	24.99
GOLF	24.99
MICKEY MOUSE	24.99
MONACO GRAND PRIX	24.99
PACMAN	24.99
PENGO	24.99
POP BREAKER	24.99
PRO BASEBALL	24.99
SHINOBI	24.99
WONDERBOY	24.99

★★ATARI LYNX★★

LYNX SYSTEM	79.99
LYNX + PSU + 2 PLAYER LEAD	99.99
MAINS POWER SUPPLY	12.99
BLUE LIGHTING	25.99

GAMES FROM 24.99

★★NEO-GEO★★

NEO-GEO SCART SYSTEM PLUS JOYSTICK + PSU	349.99

SOFTWARE FROM 124.99

★★NINTENDO★★

ACTION SET	99.99
NES ADVANTAGE STICK	39.99
QUICKSHOT MAVERICK 2	15.99
SPEEDKING	14.99
BAYOU BILLY	34.99
BLACK MANTA	29.99
BUBBLE BOBBLE	24.99
DOUBLE DRAGON	24.99
DOUBLE DRAGON II	39.99
DUCK TALES	39.99
FAXANADU	29.99
4 SCORE	24.99
GHOSTBUSTERS II	34.99
MEGAMAN	34.99
MEGAMAN II	39.99
PAPERBOY	24.99
PINBOT	29.99
PROBOTECTOR	29.99
RESCUE	24.99
RYGAR	24.99
SILENT SERVICES	34.99
SIMONS QUEST	29.99
SNAKE, RATTLE AND ROLL	24.99
SOLAR JETMAN	29.99
SPY V SPY	24.99
STEALTH ATF	29.99
SUPER MARIO II	39.99
SUPER OFF ROAD	24.99
TEENAGE TURTLES	34.99
TETRIS	24.99
TO THE EARTH – GUN GAME	24.99
PUNCH OUT	29.99
WORLD SOCCER	34.99

★★SEGA 16-BIT★★ IMPORTED VERSION

(A)
SEGA MEGADRIVE SCART OR PAL I + JOYPAD + POWER SUPPLY UNIT PLUS ANY JAPANESE GAME OF UP TO VALUE OF £29.99 — 129.99

(B)
SEGA MEGADRIVE PLUS 2 GAMES. CHOICE OF ESWAT, KLAXS, CURSE, RASTAN, GHOULS N GHOSTS, INSECTOR X — 149.99

★★SEGA MEGADRIVE★★ OFFICIAL VERSION

MEGADRIVE + ANY UK GAME UPTO £29.99 PLUS JAPANESE ADAPTOR — 149.99

MEGADRIVE + ALTERED BEAST + ADAPTOR TO RUN JAPANESE GAMES. WORTH £15 PLUS JAPANESE OUR CHOICE — 159.99

8-BIT CONVERTOR	29.99
NEW PRO 2 PAD + AUTOFIRE	18.99
ARCADE POWER STICK	29.99
PRO 2 PAD INC AUTOFIRE	14.99
EXTRA CONTROL PAD	12.99
POWER SUPPLY UNIT	12.99
PROFFESIONAL 1 J/STICK	24.99
QUICKSHOT SG JETFIGHTER	13.99
SCART LEAD	9.99

SOFTWARE	JAP SOFT	UK USA SOFT
AERO BLASTER	34.99	
ALTERED BEAST	24.99	29.99
BATTLE SQUADRON		34.99
BUDOKAN		34.99
BUSTER DOUGLAS BOXING		34.99
CRACK DOWN	34.99	34.99
CURSE	24.99	
DANGEROUS SEED	29.99	
DARIUS II	39.99	
D.J. BOY		29.99
ELEMENTER MASTER	34.99	
E-SWAT	29.99	31.50
PGA GOLF		37.99
JAMES POND		34.99
GYNORG	34.99	
GARIES	34.99	
VALIUS III	34.99	
MONSTER HUNTER	34.99	
FATMAN	29.99	
GHOULS N GHOSTS	29.99	39.99
GOLDEN AXE	29.99	31.99
HARD DRIVING	29.99	34.99
HELLFIRE	34.99	
JOE MONTANA FOOTBALL		39.99
JOHN MADDEN FOOTBALL		39.99
LAKERS Vs CELTICS		44.99
LAST BATTLE	29.99	31.50
MICKEY MOUSE	34.99	34.99
MOONWALKER	29.99	34.99
MYSTIC DEFENDER		29.99
PHANTASTY STAR II-ENGLISH	39.99	49.99
POPULOUS		34.99
RAMBO III		26.50
RASTAN SAGA II	29.99	
REVENGE OF SHINOBI		31.50
RINGSIDE ANGELS	29.99	
SHADOW DANCER	29.99	34.99
STRIDER	34.99	39.99
SUPER HANG ON		31.50
SUPER MONACO GP		32.99
SUPER VOLLYBALL	34.99	31.99
SWORD OF SODAN		34.99
SWORD OF VERMILLION		44.99
THUNDERFORCE III	29.99	
WONDERBOY III	29.99	29.99
WORLD CUP ITALIA 90		26.50
ZANY GOLF		29.99

★★FAMICOM★★

FAMICOM – SCART	199.99
FAMICOM PAL I	224.99
SCART LEAD	39.99
AUDIO LEAD	29.99
AKUTORISA	44.99
BASEBALL	44.99
BIG RUN	44.99
BOMBUZAL	44.99
DARIUS PLUS	44.99
F-ZERO	44.99
FINAL FIGHT	44.99
3D GOLF	49.99
GRADIUS III	44.99
HOLE IN ONE	44.99
PILOTWING	44.99
POPULOUS	44.99
SUPER MARIO BROS 4	44.99
SUPER R-TYPE	44.99
ULTRA MAN	44.99

★★PC ENGINE PORTABLE★★

PC ENGINE GT PORTABLE + GAME	279.99

★★NINENDO GAMEBOY★★

GAMEBOY DELUXE SYSTEM	69.99
GAMEBOY SYSTEM + ANY GAME	89.99
NB CARRYING CASE	12.99
TOTE CARRY CASE	14.99
DOCS CARRY CASE	14.99
LIGHTBOY – (INC WIDE BOY)	19.99
MAGNIFIER	7.99
GAME LIGHT	9.99
ILLUMINATOR	14.99
AMPLIFIER	12.99
POWER SUPPLY AC/DC	12.99

TENNIS, WIZARD + WARRIOR, REVENGE OF GATOR, GOLF, BALLON BOY, MARIO BROS, SPIDERMAN, ALLEYWAY, SOLAR STRIKER
ALL ABOVE GAMES £19.99 each

BATMAN, PENGUIN WARS, BUGS BUNNY, CASTLEVANIA, CHASE HQ, NINJA BOY, COSMOTANK, DOUBLE DRAGON, GARGOYLES QUEST, GHOSTBUSTERS II, HYPER LOAD RUNNER, NFL FOOTBALL, PAPERBOY, QUARTH, ROBOCOP, IN YOUR FACE, TEENAGE TURTLES, CATTRAP, R-TYPE, BUBBLE BOBBLE, DRAGONS LAIR, NEMESIS, DUCK TALES, WWF WRESTLING, HAL WRESTLING, BASEBALL, BOOMERS ADVENTURE, BOXXLE, BUBBLE GHOST, BURAI FIGHTER, DEAD HEAT SCRAMBLE, DANDELION OPUS, DR. MARIO, F1-RACER, GREMLINS II, GODZILLA, HAIENKY ALIEN, LOCK N CHASE, MERCENARY FORCE, NEMISES, MOTORCROSS MANIACS, OPERATION CONTRA, POWER RACER, PIPE DREAM, R-TYPE, KUNG FU MASTER, SKATE OR DIE, CHESSMASTER

ALL ABOVE GAMES HAVE ENGLISH INSTRUCTIONS

ONE FOR £24.99
ANY TWO FOR £45.00
ANY THREE FOR £65.00

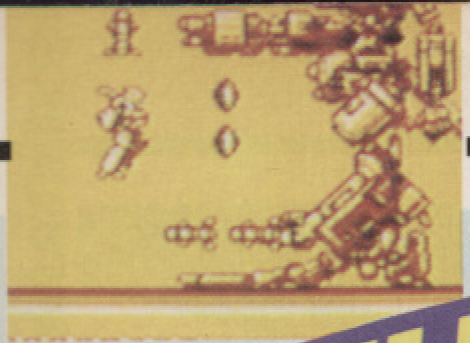
★★SPECIAL OFFER★★

TURTLES FOR GAMEBOY.
JAPANESE VERSION NOW ONLY
TEENAGE TURTLES — 14.99

RUN JAPANESE GAMES ON YOUR OFFICIAL SEGA MEGADRIVE WITH OUR SPECIAL ADAPTOR ONLY 14.99

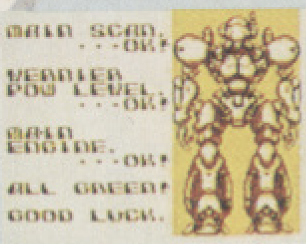
CHQ/P.O PAYABLE TO: DISCOUNT CONSOLES, P.O. BOX 1506, LONDON N8 OPZ
TELEPHONE:–081–341–6767. P&P ADD 75p PER SOFTWARE, £1 FOR ACCESSORIES, £5 FOR MACHINES.
ALL PRODUCTS ARE SUBJECT TO AVAILABILITY AND PRICES CHANGES.WITHOUT PRIOR.E.&.O.E.

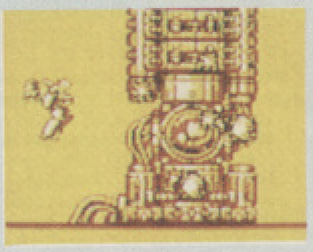
ニュース NEWS FROM USA





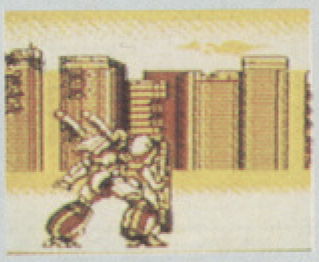
BATTLE UNIT ZEOTH™

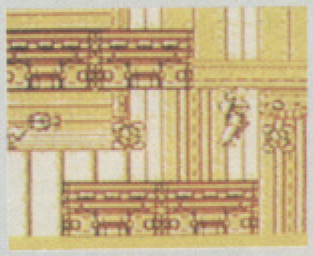


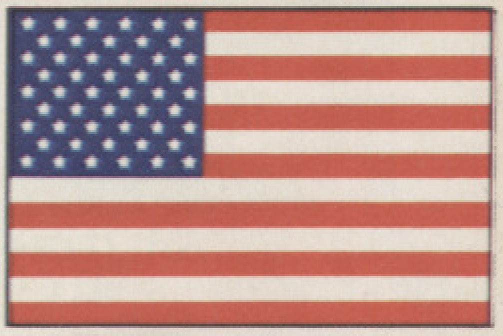


One of the more impressive Gameboy titles unveiled at the Chicago CES was Jaleco's Battle Unit Zeoth.

It's a game of mass destruction involving massive robots, armed to the teeth with the likes of Vulcan cannons, hyper bombs, beam guns, and hyper shields. The graphics look mighty impressive for a Gameboy title, and with five horizontal and vertically scrolling levels, Battle Unit Zeoth looks very promising. The importers should have the game on these shores any day now, and we'll be reviewing it as soon as possible.





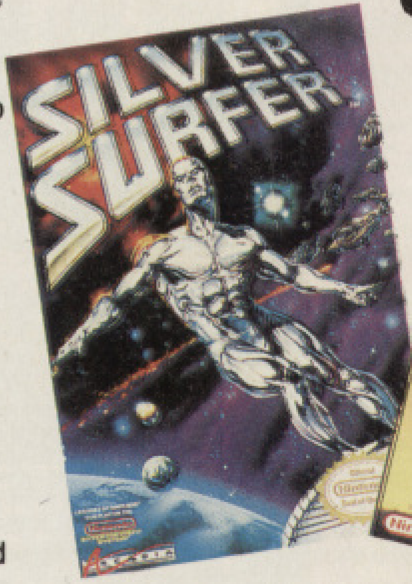


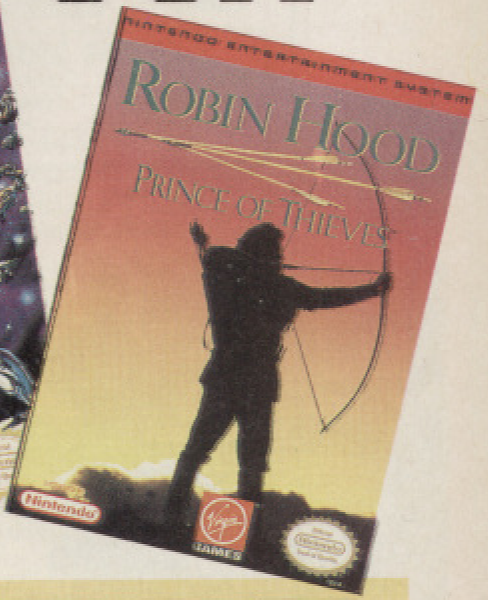
SEGA SENSATIONS

Sega have a whole goodie-bag of new games lined-up for release stateside. Golden Axe 2 looks very impressive with "next generation characters with new and different moves", though the general scrolling slash 'em up gameplay looks much the same. Alien Storm is a close conversion of the horrific Sega coin-op, whilst Fantasia looks like being another mega platform game using the Disney film for inspiration. Quackshot details Donald Duck's worldwide platform adventures, collecting treasure with the aid of his mischievous nephews. MERCS looks like a very close conversion of the massive Capcom coin-op (one of Gaz's all-time faves), whilst Spider-Man's a cool platform game with all the wall-crawling and web-slinging a Spidey fan could ask for!

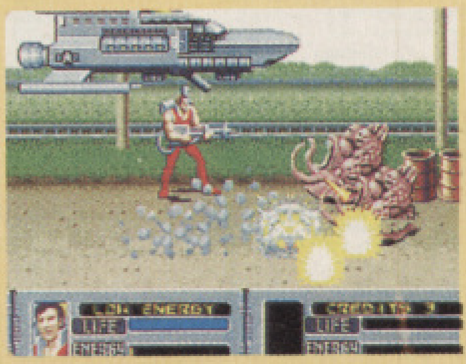
US VIRGIN HITLIST

The US arm of Virgin Games have a veritable lorry-load of decent games coming out on consoles of all descriptions. They've signed up the Kevin Costner movie, Robin Hood: Prince of Thieves, and they've turned it into a Nintendo RPG, which looks quite impressive. They've also signed up the immortal Marvel character, the Silver Surfer, in an overhead scrolling Nintendo game. But perhaps most exciting of all is the Gameboy conversion of Prince of Persia - the graphically amazing platform game! We wait with bated breath!

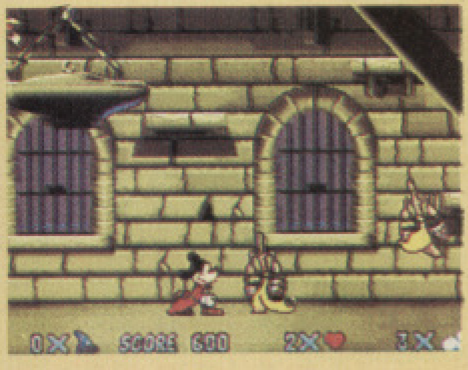










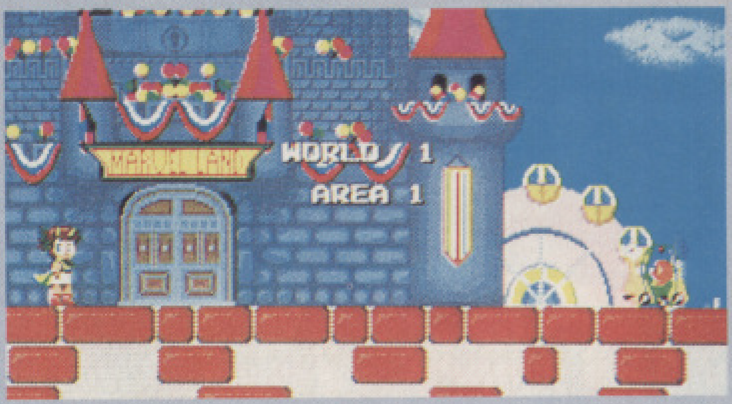


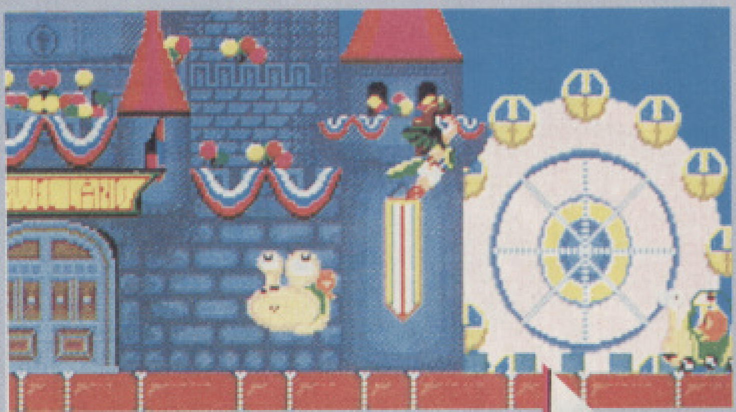
MARVELLOUS MARVEL LAND

Namco's obscure cutesy coin-op is scheduled for a Megadrive appearance sometime during the next couple of months.

Marvel Land is a bright, colourful platform romp set inside a massive fun fair (the Marvel Land of the title). The levels are all based around the different rides in Marvel Land, so expect to see the likes of big wheels, roller coasters, and of course, the big top. But don't expect a fun-filled excursion to Amusement City, because King Mole has kidnapped Princess Wondra, so be sure to use your powerful jumps and the "spirit whip" tactic to good effect!

As you can see from the screenshots, Marvel Land looks graphically amazing and all of the different rides give each level a unique style. As soon as the importers get copies into the UK, we'll get our reviewing trousers on to give you the definitive low-down.

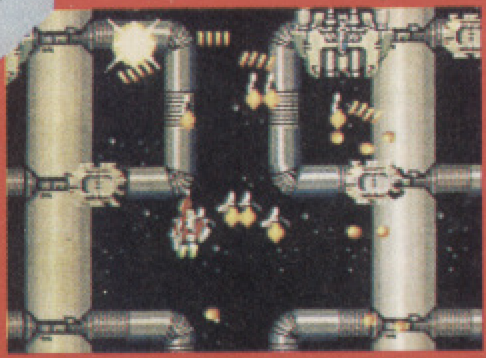


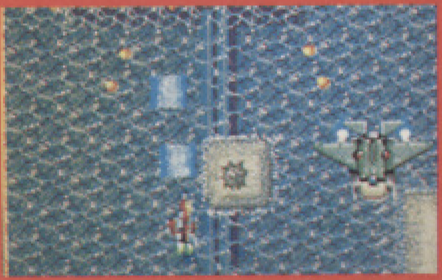


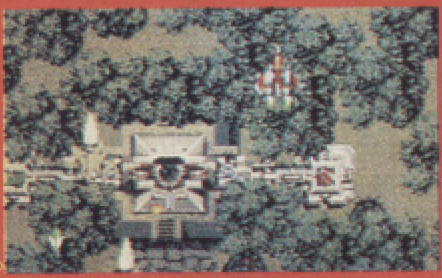
RAIDEN TRAD

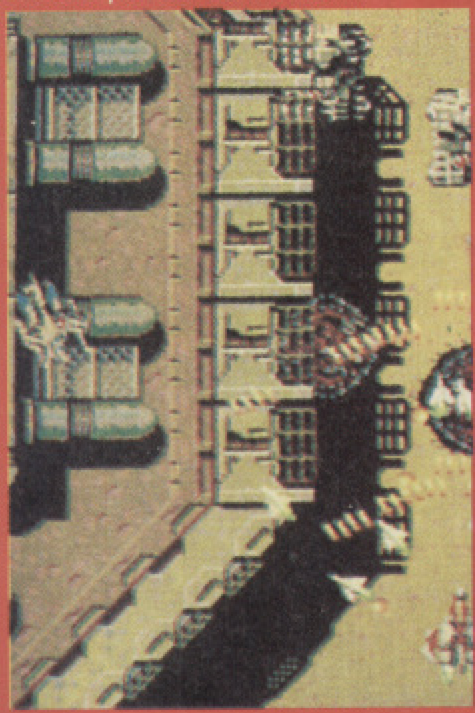
Seibu's amazing arcade vertically scrolling shoot 'em up, Raiden, is scheduled for a September release on the Megadrive! Enemy fighter 'planes have been giving the good guys a bit of aggro, so our heroes have shot down a few and bolted all of the wreckage together to create the Raiden - the meanest airborne fighter of them all!

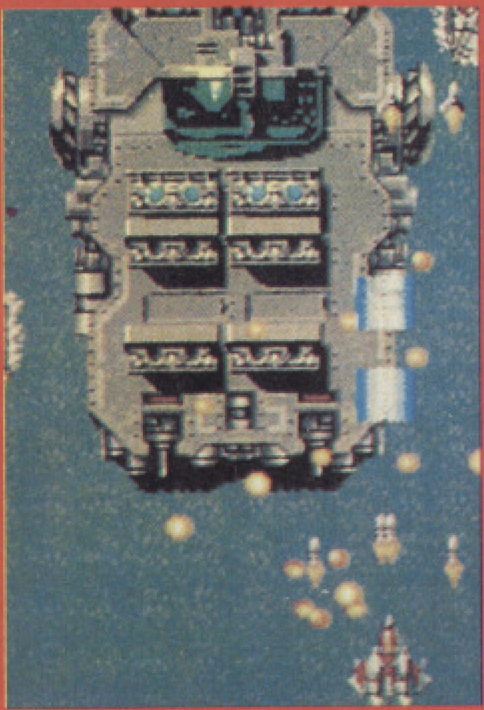
From the looks of it, Raiden looks like being a more than arcade-perfect conversion,











featuring mega explosions and six different weapons systems (some of them can be powered up eight times!). Featuring eight stages of awesome destructive potential along with a special extra level that wasn't in the coin-op, Raiden looks like being the best thing since Zero Wing! But that isn't the end of all this Raiden-related excitement, for the word is that a Super Famicom version is also in offing! We'll give you more details as and when they become more available.

ZELDA 3 ON FAMICOM

The Legend of Zelda series have sold who knows how many millions across the globe on the 8-bit NES, and Nintendo are currently programming the latest in the series - just for the Super Famicom. The appropriately named Legend of Zelda 3 is scheduled for an August release in Japan, so expect the same brand of puzzling and arcade action, but this time with super-amazing graphics and sound! Hopefully, the quest itself will be larger and possess more depth than its 8-bit counterparts. The only problem we can foresee is that a lot of the text will probably be in Japanese, but needless to say, when we know more, you will too!

DWM!

CONSOLE SOFTWARE HIRE CLUB

LIFE MEMBERSHIP £10 (INCLUDES ONE FREE HIRE)

7 DAY HIRE PERIOD

HIRE ANY TITLE FOR ONLY

SUPER FAMICOM – £3.50
SEGA MEGADRIVE – £3.00
PC ENGINE – £3.00
GAMEBOY – £2.50
ATARI LYNX – £2.50
SEGA GAME GEAR – £2.50

SECOND HAND GAMES WANTED

PLEASE SEND ME YOUR INFORMATION PACK

NAME ______________________

ADDRESS ______________________

____

______________ POST CODE ______________

I OWN THE FOLLOWING CONSOLES

____

DWM,
122 STRATHERN ROAD,
DUNDEE, DD5 1JW
TEL: 0382 74912
FAX: 0382 77709

AXE DIRECT LTD

YOUR LOCAL SHOP........IN LONDON
POWER STATION COMPUTERS
14 STATION ROAD
FINCHLEY
LONDON N3 2RY

50 METRES FROM FINCHLY CENTRAL TUBE

NINTENDO

GAMEBOY inc Batteries, Tetris, Earphones 2 Player link cable	
AXE POWER PRICE	£69.99
PLUS ANY GAME	£89.99
POWER SUPPLY	11.99
GAME LIGHT	9.99
GAME MAGNIFIER	7.99
LIGHT BOY & MAGNIFIER	27.99
GAMEBOY PROTECTOR CASE	9.99
AMPLIFIER	12.99

CARRY-ALL 24.99
Now you can carry your Gameboy with all games, cables, charger in one case

GAMES

Mario Bros, Golf, Tennis, Wizard & Warrior, Ballon Kid, Spiderman, Revenge of Gator, Alleyway, Bolar Striker, Double Dragon.
Above Games £19.99 Each

Baseball, Batman, Battlebull, Comers Adventure, Boxxie, Bubble Bobble, Bubble Ghost, Bugs Bunny, Gurai Fighter, Castlevania, Chase HQ, Cosmotank, Daedalion Opus, Dead Heat Scramble, Dragons Lair, Dr Mario, Duck Tales, F1 Racer, Gargoulas Quest, Ghostbusters 2, Godzila, Gremlins 2, Hal Wrestling, Hieanky Alien, Hyper Road Runner, In Your Face, Kung Fu Master, Lock n' Chase, Mercenary Force, Motorcross Maniacs, Nemesis, NFL Football, Ninja boy, Northstar Ken, Operation Contra, Penguin Wars, Pipedream, Power Racer, DIX, Quartet, D-Billion, R-Type, Radar Mission, Robocop, Serpent, Skate or Die, Snoopy, Paperboy, Teenage Turtles, The Chessmaster, Volleyball, World Bowling, WWF Wrestling, R-Type, Op Cunira
Above games £24.99 Each, Any 2 games for £45. Any 3 for £65
★ALL ABOVE GAMES HAVE ENGLISH INSTRUCTIONS★

SEGA

SEGA MEGADRIVE (UK VERSION & ALTERED BEAST)	£134.99
SEGA MEGADRIVE (JAP VERSION) PLUS JAPANESE GAME	£134.99
UK/JAP CONVERTOR PLAY ANY GAME ON UK VERSION JAPANESE & JAPANESE GAME OF YOUR CHOICE	£9.99
AXE POWER PRICE	£139.99
CONTROL PAD	14.99
POWER STICK	29.99
MONITOR LEAD	14.99
MASTER SYSTEM CONNECTOR	29.99

GAMES

	JAPANESE	UK/USA
After Burner II	-	34.99
Alex Kidd II	24.99	26.99
Altered Beast	29.99	29.99
Arnold Palmer Golf	-	31.99
Budokan	-	34.99
Buster Douglas Boxing	-	39.99
Curse	24.99	-
Dangerous Seed	29.99	-
Darius II	39.99	-
Dick Tracy	-	39.99
Dynamite Duke	29.99	29.99
ESWAT	24.99	31.99
Fatman	29.99	-
Gain Ground	34.99	-
Gaires	39.99	-
Genorg	39.99	-
Ghouls + Ghosts	34.99	39.99
Golden Axe	29.99	29.99
Hard Driving	34.99	39.99
James Pond	-	36.99
Joe Montana Football	-	39.99
John Madden Football	-	36.99
Lakers V Celtics	-	39.99
Last Battle	29.99	31.99
Mickey Mouse	34.99	34.99
Moon Walker	29.99	34.99
Mystic Defender	-	29.99
PGA Golf	-	36.99
Phantasy Star II - English	39.99	54.99
Populous	-	36.99
Rambo 3	29.99	26.99
Rastan Saga II	24.99	-
Revenge of Shinobi	-	34.99
Sonic Hedgehog	-	POA
Star Cruiser	34.99	-
Strider	34.99	39.99
Super Hang On	-	31.99
Super Monaco GP	-	32.99
Sword of Sodan	-	34.99
Sword of Vermilion	-	44.99
Thunderforce 3	34.99	-
Wonderboy 3	34.99	-
World Cup 90	-	26.99
Zany Golf	-	29.99

GAMEGEAR
CALL FOR LATEST PRICES

VISA

SALES POWER HOTLINE
081 - 343 - 0419 (6 LINES)

MEGA MIX

ACCESS/VISA 24HR MEGALINE 0732 351220

ALL ITEMS SENT BY FIRST CLASS POST

(Dept MEAN 2), 46 Ashden Walk, Tonbridge, Kent. TN10 3RL

PRICE PROMISE!! WE WILL BEAT ANY PRICE IN THIS MAGAZINE THAT IS CHEAPER THAN OURS BY £1 **PRICE PROMISE!!**

EXCHANGE SERVICE

FOR MEGA DRIVE OWNERS
NEW FOR OLD............£10 -£15
OLD FOR OLD...................£3 -£7
(Please phone for details on other makes)

NINTENDO GAMEBOY

NINTENDO GAMEBOY........£64.95
*ALL NINTENDO GAMEBOY GAMES, SAVE **£10.00** OFF USUAL R.R.P, IN OUR LIMITED OFFER.*
NOW ONLY £19.95 EACH

SUPER FAMICOM

NINTENDO SUPERFAMICOM....£225.00
FAMICOM + ONE GAME £265.00
FAMICOM + TWO GAMES........£285.00
ALL FAMICOM GAMES ONLY £39.95!

MEGADRIVE SPECIAL OFFERS

JAPANESE CONVERTOR £13.95
AV LEAD...£ 7.95
TURBO JOYPAD.............................£13.95
PRO 1 JOYSTICK £19.95
STRIDER £28.50

ATARI LYNX

ATARI LYNX............................£74.95
*SAVE **£5,00** OFF OUR USUAL PRICE OF £28.95 AND PAY ONLY **£23.95,** FOR ANY ATARI LYNX GAME* (Only while stocks last)

SEGA MEGADRIVE

PLUS ANY GAME UP TO £27.00
NOW ONLY £134.95

SEGA MEGADRIVE

PLUS ANY GAME UP TO £50.00
WORTH £240.00 NOW ONLY £149.95

MEGA MEGADRIVE OFFER

SEGA MEGADRIVE + SONIC HEDGEHOG + MICKEY MOUSE + JOYPAD + TURBO JOYPAD
WORTH £285.00 NOW ONLY £185.00

SEGA MEGADRIVE GAMES

Aero Blasters	£31.95
Afterburner II	£32.50
Altered Beat II	£26.95
Atomic Robokid	£29.95
Arnold Palmer Golf	£32.50
Budokhan	£34.95
Buster Douglas Boxing	£34.95
Crackdown	£32.95
Dangerous Seed	£29.95
Darius II	£32.50
Dick Tracey	£32.50
DJ Boy	£24.95
Dynamite Duke	£31.95
Elemental Master	£27.95
E-Swat	£26.95
Fantasy Soldier	£39.95
Final Blow	£32.50
Forbidden City	£34.95
Forgotten Worlds	£32.50
Galaries	£34.95
Gain Ground	£26.95
Ghostbusters	£24.95
Ghouls 'n' Ghosts	£31.95
Golden Axe	£29.50
Gynoug	£34.50
Hard Drivin'	£29.95
Heavy Unit	£31.95
Herzog Zwei	£19.50
James Pond	£39.95
Joe Montanas Football	£34.95
John Maddens Football	£34.95
Kageki	£31.95
Lakers v Celtics	£34.95
Last Battle	£32.95
Magical Hat	£32.50
Midnight Resistance	£34.50
Mickey Mouse	£34.95
Moonwalker	£29.95
PGA Golf Tour	£39.95
Phantasy Star 2	£44.95
Rambo III	£31.50
Ringside Angel	£34.95
Shadow Dancer	£34.95
Shining & Darkness	£31.95
Sonic the Hedgehog	£34.95
Sorcerian	£29.50
Space Harrier II	£31.50
Speedball	£32.50
Strider	£42.50
688 Sub Attack	£39.95
Super Airwolf	£32.95
Super Baseball	£29.95
Super Basketball	£26.95
Super Hang On	£27.50
Super Monaco GP	£32.95
Super Shinobi	£32.50
Super Vallyball	£32.50
Sword of Soudan	£34.50
Sword of Vermillion	£44.95
Techno Cop	£39.95
Thunderforce III	£34.50
Volfied	£31.95
Wonderboy III	£31.95
World Cup Soccer	£24.95
Wrestle Ball	£31.50
Wrestle War	£31.50
Zany Golf	£34.50

MEGA HIRE SERVICE

MEGADRIVE GAMES....£4.00 per week
GAMEBOY GAMES..... £3.50 per week
Famicom Games ....£5.00 per week
(Please phone for details)

SEGA GAME GEAR £99.95

ALL GAMEGEAR GAMES, SAVE £5.00 NOW ONLY £22.95

SUPER MONACO GP	MICKEY MOUSE
COLUMNS	DRAGON CRYSTAL
FENGO	WONDERBOY
G-LOC	MAZE
BASEBALL	SYNDROME
ZAM GEAR	GG SHINOBI

MEGADRIVE MEGA OFFERS

LIMITED OFFER LIMITED OFFER
ANY ONE OF THE NEW JAPANESE GAMES LISTED BELOW ONLY **£24.00** EACH

ESWAT	INSPECTOR X
GHOSTBUSTERS	CYBERBALL
MICKEY MOUSE	ARROW FLASH
CRACKDOWN	GAIN GROUND
WHIP RUSH	MAGICAL HAT
HELLFIRE	SHADOW DANCER
BURNING FORCE	FIST OF NORTH STAR
DJ BOY	KING OF THE SWORD II
SUPER BASKETBALL	HURRICAN
WONDERBOY III	XDR
DARWIN 4081	DYNAMITE DUKE
CURSE	

TO ORDER, PLEASE STATE ITEMS YOU REQUIRE, TOGETHER WITH PAYMENT , MADE PAYABLE TO 'MEGAMIX', OR PLACE YOUR ORDER ON OUR CREDIT CARD HOTLINE 0732 351220. OVERSEAS ORDERS ADD £5. ALL PRICES ABOVE INCLUDE VAT, POSTAGE AND PACKAGING
MEGAMIX SOFTWARE (DEPT MEAN 2) 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL

発売間近

PREVIEW

SEGA

SHADOW BEA



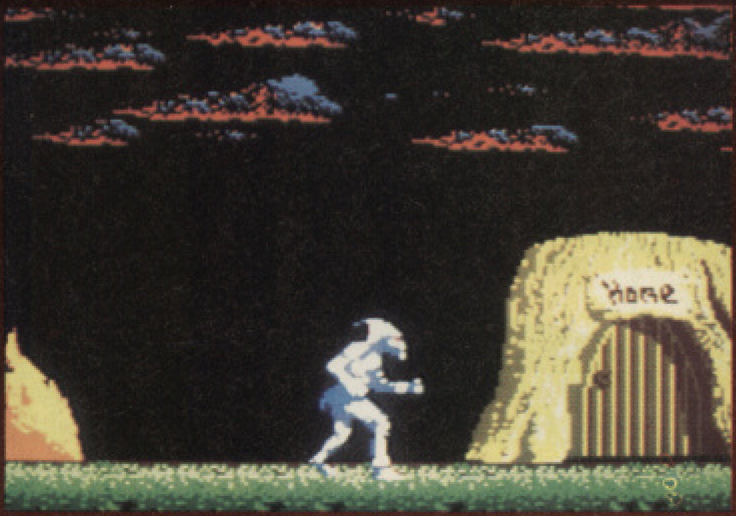
When you were a child, the evil Beast Mages of Maletoth snatched you from your family and threw your folks in jail. Over the years these deformed creatures pumped you full of evil, beast-like potions with the express purpose of changing you from a wide-eyed innocent child into a massively muscular, but rather hideous Beast. The Beast Mages want to use you to carry out their foul deeds, and your drugged, twisted mind cannot refuse.

Then one fateful day, you witness the ritual sacrifice of your father at the hands of Maletoth's warped minions. The past suddenly comes back to you, and you swear vengeance against Maletoth and all of his minions. You vow to travel the whole of the land, dishing out Beast-like justice to your new-found foes until Maletoth perishes in the inevitable final conflict...

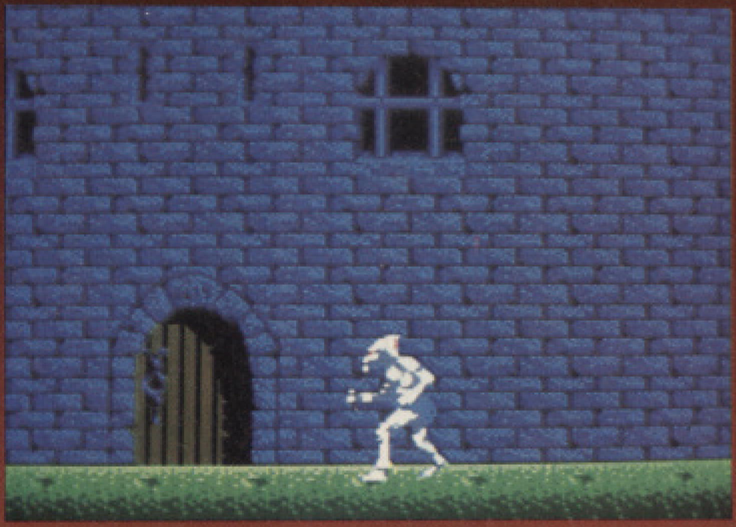


TWEAKS 'N' IMPROVEMENTS

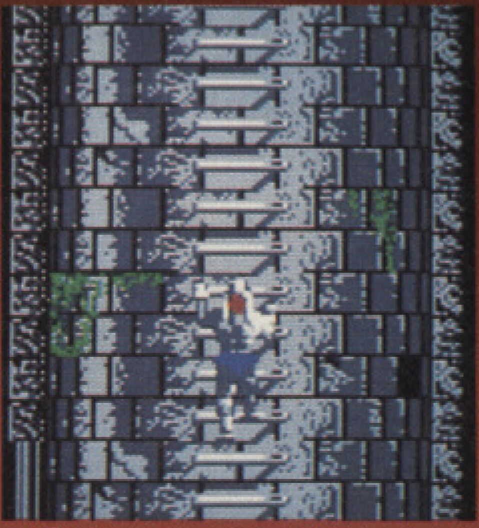
Although the 16-bit versions of the game were graphically amazing, they suffered from rather shallow gameplay. It was just a case of running about hitting and avoiding things. Tecmagik are quick to realise the faults of the original and have tweaked and refined the gameplay to make it that more interesting. What this boils down to is better combat and loads more traps and strategy in the game itself.



▲ *This tree stump leads to an underground cavern!*



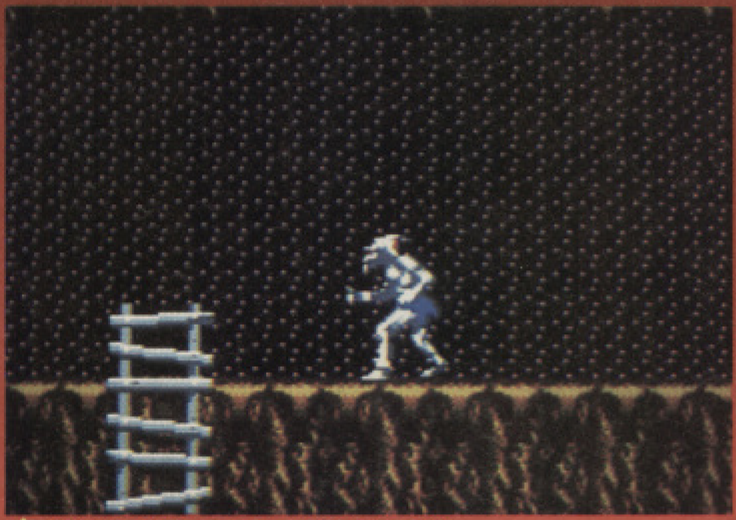
▲ *The Beast loiters around the castle...*



▲ *Travel down the well for an underground surprise.*

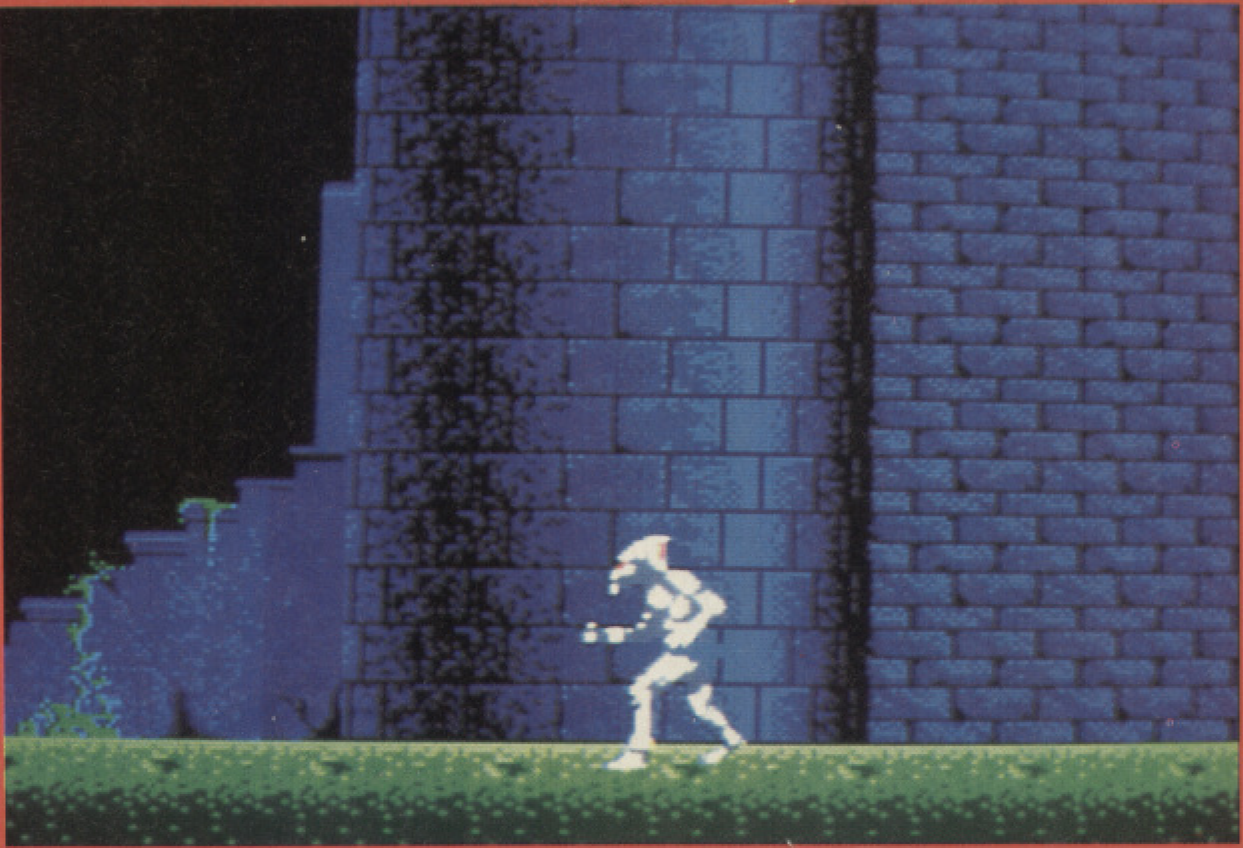


▲ *That ladder leads to danger!*



▲ *The inside of the tree stump.*

▼ *Poised and ready for action.*



GAMEPLAY A-GO-GO

The general gameplay of Shadow of the Beast generally involves our deformed chum running around the scrolling backgrounds, beating up Maletoth's minions and solving puzzles in the platform environment until the final confrontation with Maletoth himself! Memory permitting, Tecmagik also hope to include great Psygnosis-style intros and end-of-game sequences.

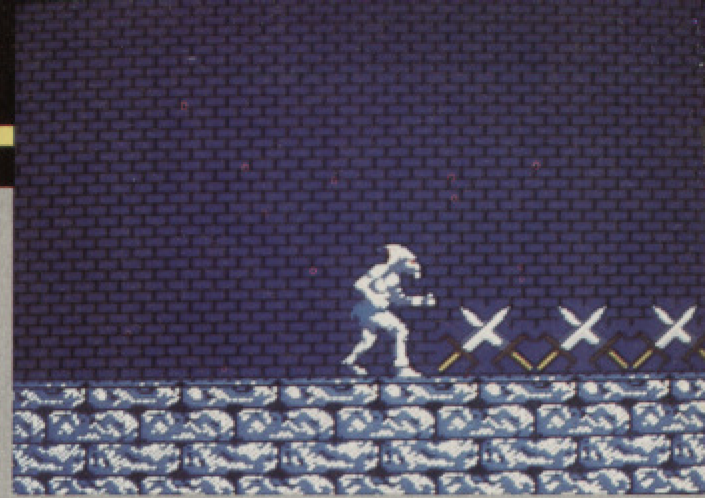
発売間近

PREVIEW

SEGA

LEVELS AND LADDERS

There are plenty of different levels packed into this cart. The game map itself is pretty close to the Amiga original and you'll find foreboding forest regions, underground chambers and a massive castle to explore. So, depending on how these massive levels are filled, there should be plenty to keep you occupied.



▲ *It's a good thing he didn't land on those spikes.*



▲ *Spooky eyeballs pose no danger to the hardened Beast.*

THE MAIN ATTRACTION

The original Amiga version of Shadow of the Beast received a lot of praise for its amazing award-winning graphics. With its superb scrolling and multiple levels of parallax scrolling, it certainly was a treat to look at. Sega owners will be pleased to learn that their version of Beast has similar gobsmacking graphics and at its best has a mind-numbing eleven layers of parallax scrolling! Not bad eh?



SHADOW OF THE BEAST

BY: TECMAGIK
PRICE: £TBA
RELEASE DATE: NOV
GAME DIFFICULTY: MEDIUM
LIVES: TBA
CONTINUES: TBA
SKILL LEVELS: TBA
RESPONSIVENESS: GOOD

1 PLAYERS

TOKYO JOE

2 William Clowes Street,
Burslem,
Stoke-on-Trent,
Staffs ST6 3AP

9.30 to 6.00pm ORDERS & ENQUIRES (0782) 575674
6.30 to 8.30pm ORDERS ONLY (0782) 836317

Access — BARCLAYCARD VISA

SALE NOW ON! SALE NOW ON!

SEGA MEGADRIVE
COMPLETE WITH ENGLISH INSTRUCTIONS WILL PLAY ALL ENGLISH, AMERICAN AND JAPANESE GAMES (NO CONVERTER NEEDED) FULL 12 MONTHS PARTS & LABOUR GUARANTEE, AND ALL MACHINES TESTED BEFORE DISPATCH. ENGLISH TEXT IS DISPLAYED ON 95% OF JAPANESE GAMES
REDUCED TO ONLY
£99.99
+ £6.00 P&P

SEGA MEGADRIVE + GAME
AS ABOVE + ANY GAME UP TO £30. FROM OUR LISTS.
NOW ONLY
£124.99
+ £6.00 P&P

OFFICIAL ENGLISH MEGADRIVE
+ PSU
+ FREE GAME
+ UK TO JAPANESE CONVERTER
+ JOYPAD
SPECIAL PRICE
£145.99
+ £6.00 P&P

JAP/USA MEGADRIVE

ABRAHAMS TANK	36.99
PAT RILEYS BASKETBALL	26.99
WORLD CHAMP SOCCER	24.99
GYNARES	27.99
ARROW FLASH	19.99
BURNING FORCE	19.99
FATAL LABYRINTH	31.99
FATMAN	24.99
JUNCTION	24.99
XDR	19.99
FLYING SHARK	24.99
SUPER HANG ON	19.99
INSECTOR X	19.99
HEAVY UNIT	24.99
GHOSTS N GOBLINS	27.99
YOKO HUNTER	32.99
ZERO WING	32.99
AFTERBURNER II	29.99
SUPER AIRWOLF	34.99
SWORD OF VERMILLION	36.99
VALIUS III	34.99
DINO LAND	34.99
TIGER HELI	34.99
GYNOUG	32.99
BIMINI RUN	32.99
FINAL BLOW	29.99
HARD DRIVIN	24.99
MAGICAL HAT	27.99

ENGLISH GAMES

KINGS BOUNTY	36.99
BLOCK OUT	31.99

ENGLISH MEGADRIVE

SONIC THE HEDGEHOG	34.99
PGA TOUR GOLF	36.99
AFTERBURNER II	32.99
ALEX KIDD ENC CASTLE	26.99
A. PALMER GOLF	29.99
DICK TRACY	32.99
DYNAMITE DUKE	29.99
FORGOTTEN WORLDS	29.99
GHOULS N GHOSTS	36.99
GOLDEN AXE	29.99
ITALIA 90	26.99
JAMES POND	35.99
JOHN MADDENS	34.99
MICKEY MOUSE	33.99
MOONWALKER	32.99
MYSTIC DEFENDER	29.99
POPULOUS	34.99
RAMBO III	26.99
REVENGE OF SHINOBI	31.99
SHADOW DANCER	29.99
SPACE HARRIER II	29.99
STRIDER	37.99
SUPER HANG ON	29.99
SUPER MONACO	31.99
SUPER THUNDERBLADE	31.99
SWORD OF VERMILLION	41.99
TECHNOCOP	34.99
THUNDERFORCE II	29.99
TRUXTON	29.99
TWIN HAWK	29.99
WONDERBOY III	29.99
ZANY GOLF	33.99
ZOOM	27.99

JAP/USA MEGADRIVE

SHADOW DANCER	19.99
SONIC THE HEDGEHOG	34.99
WRESTLE WARS	36.99
MICKEY MOUSE	22.99
ELEMENTAL MASTER	18.99
VOLFIED	24.99
RINGSIDE ANGEL	27.99
LAKERS Vs CELTICS	34.99
STRIDER	24.99
HELLFIRE	24.99
ATOMIC ROBOKID	23.99
GOLDEN AXE	26.99
KA-GE-KI	34.99
CRACKDOWN	26.99
SUPER HANG ON	22.99
GHOSTBUSTERS	19.99
FIRE MUSTANG	33.99
RASTAN II	26.99
THUNDERFORCE II	27.99
BATMAN	32.99
NEW ZEALAND STORY	36.99
WONDERBOY III	23.99
ALEX KIDD	19.99
THUNDERFORCE III	32.99
J. MONTANA AMERICAN FOOTBALL	24.99
KLAX	22.99
MIDNIGHT RESISTANCE	32.99
DYNAMITE DUKE	27.99

NINTENDO FAMICOM

FAMICOM SCART + 2 GAMES OF YOUR CHOICE. FULL 12 MONTHS WARRANTY
SPECIAL PRICE
£279.99
+ £10 CARRIAGE

FAMICOM PAL (UK TV VERSION) + ANY GAME OF YOUR CHOICE. FULL 12 MONTHS WARRANTY
SPECIAL PRICE
£319.99
+ £10 CARRIAGE

PLEASE NOTE:-
OUR PAL FAMICOMS ARE CONVERTED BY EXPERTS IN JAPAN. THEY ARE OF SUPERB QUALITY AND RELIABILITY AND ARE MADE FOR THE UK MARKET. PLEASE DO NOT CONFUSE OUR PRODUCT WITH CHEAPER NSTC AMERCIAN MACHINES THAT ARE CONVERTED IN THE UK, AND ARE IF UNFERIOR QUALITY.

LOADS OF GAMES:-
FINAL FIGHT, MARIO LAND, DARIUS TWIN, ULTRA MAN, SIM CITY, AUGUSTA, POPULOUS, KICK OFF II, ACTIVATIR, GREAT BATTLES, F-ZERO, GRADIUS III, HOLE IN ONE, BIG RUN, BASEBALL GHOSTS N GOBLINS
PHONE FOR PRICES
FREE POSTER WITH ALL ORDERS

ATARI LYNX

ATARI LYNX	69.99
ATARI LYNX + PSU + CAL GAMES	119.99
LYNX POWER SUPPLY	12.99
CIGARETTE ADAPTOR	12.99
SUN VISOR	9.99

GAMES

MS PACMAN	21.99
RAMPAGE	26.99
CHIPS CHALLENGE	22.99
ELECTRO COP	22.99
ROBO SQUASH	22.99
ZALOR MERCENARY	22.99
XENOPHOBE	22.99
PAPERBOY	22.99
SLIME WORLD	22.99
KLAX	22.99
ROAD BLASTERS	22.99

LOTS MORE SOON!

SEGA GAME GEAR
ENGLISH & JAPANESE VERSION IN STOCK

ALL GAMES AT £23.99

ie: SHINOBI, GOLDEN AXE, MICKEY MOUSE, GOLF, WONDERBOY, G-LOC etc.

NINTENDO NES

BUBBLE BOBBLE	22.99
BATMAN	36.99
BIONIC COMMANDO	36.99
TOP GUN	26.99
TRACK N FIELD II	26.99
WORLD WRESTLING	32.99
WIZARDS & WARRIORS	26.99
TURTLES	32.99
TROJAN	19.99
TETRIS	22.99
SUPER OFF ROAD	22.99
MARIO BROS 1	22.99
MARIO BROS II	34.99
SOLAR JETMAN	26.99
SNAKE RATTLE & ROLL	22.99
SKATE OR DIE	22.99
ROBOCOP	34.99
RYGAR	31.99
RUSH N ATTACK	26.99
DUCK TALES	34.99
FAXANADU	26.99
FESTERS QUEST	26.99
GHOST N GOBLINS	22.99
GHOSTBUSTERS II	32.99
GOLF	22.99
GOONIES II	27.99
GUMSHOE	22.99
LEGEND OF ZELDA	36.99
MEGA MAN	31.99
MEGA MAN II	36.99
IRON SWORD	31.99
PINBOT	26.99

NINTENDO GAMEBOY

MARIO LAND	17.99
DR MARIO	19.99
BUBBLE BOBBLE	24.99
WWF WRESTLING	24.99
ROBOCOP	24.99
BATMAN	24.99
DUCK TALES	24.99
BALLOON KID	17.99
KUNG FU MASTER	24.99
SPIDERMAN	18.99
TURTLES	22.99
GREMLINS II	24.99
GOLF	17.99
TENNIS	17.99
FORTRESS OF FEAR	17.99
DRAGONS LAIR	24.99
REVENGE OF GATOR	17.99
BAD N RAD	19.99
QUIX	17.99
MEGA MAN	24.99
SOLAR STRIKER	17.99
NEMESIS	24.99
DOUBLE DRAGON	18.99
R-TYPE	24.99
CONTRA	24.99
PRINCESS BLOBETTE	24.99
PAPERBOY	24.99
CHESSMASTER	24.99
GARGOYLES QUEST	24.99
CHASE HQ	24.99
CASTLE VANIA	19.99
BURDAI FIGHTER	19.99

SECOND HAND HARDWARE

ALL MACHINES CARRY A 6 MONTHS WARRANTY

GAMEBOY + TETRIS + LEADS	£49.99
SEGA MASTER SYSTEM + GAME	34.99
SEGA MASTER SYSTEM PLUS (2 GAMES + LIGHT PHASER)	£49.99
NINTENDO NES + GAME	£54.99
NINTENDO NES ACTION PACK (2 GAMES + LIGHT PHASER)	£69.99
NINTENDO NES DELUXE PACK (2 GAMES + LIGHT GUN + ROBOT)	£99.99
SEGA MEGADRIVE + GAME	£109.99
PC ENGINE + GAME	£89.99
ATARI LYNX	£54.99

SOFTWARE (SECOND HAND)

NINTENDO GAMES FROM	£14.99
GAMEBOY GAMES FROM	£12.99
MEGADRIVE GAMES FROM	£13.99
LYNX GAMES FROM	£13.99
PC ENGINE GAMES FROM	£14.99
SEGA MASTER SYSTEM GAMES FROM	£6.99

★PLEASE NOTE: ALL SOFTWARE AND HARDWARE IS BRAND NEW AND CARRYS A 12 MONTHS PARTS + LABOUR GUARANTEE

★WE WILL GLADLY TAKE YOUR OLD GAMES MACHINE IN PART EXCHANGE FOR A NEW ONE, PHONE FOR A PRICE

★PERSONAL CALLERS ARE WELCOME, PLEASE PHONE FIRST

★ALL OUR GOODS ARE SECURELY PACKED AND SENT 1ST CLASS INSURED DELIVERY

★MOST GOODS DESPATCHED WITHIN 24 HOURS OF RECIEVING AN ORDER

★NO CLUB TO JOIN, BUT CHEAP PRICES

★HELP + ADVICE GIVEN FREELY

★BUY WITH CONFIDENCE FROM OURSELVES AND AVOID THE MINEFIELD MAIL ORDER PITFALLS ENCOUNTERED BY MANY MANY PEOPLE

REMEMBER
TOKYO JOE



MEAN YOB!

YOB's going on holiday to Skegness this month, so he's feeling pretty happy. But that doesn't mean that you're all going to escape unscathed! If you've got anything interesting to say, write to: YOB'S HOLIDAY MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Pictures, jokes, photos, blank cheques and anything else also much appreciated! So write now... or else!

IS THIS Q+A OR WHAT?

Dear Mean YOB,
I have the Nintendo NES version with three games (Mario Brothers, The Legend of Zelda and Duck Hunt). I am the worlds biggest PacMan fan, and I was wondering if you can get PacMan, and I was wondering if you can get PacMan games for the Nintendo. I also wondered if you can get Garfield games and Sonic the Hedgehog for the Nintendo.

Yours wonderingly
Stuart Munro, Ringwood, Hants

YOB: Well, since I'm feeling generous this minute (I've just eaten a big choccy bar) I'll tell you that PacMan IS available for the Nintendo. The bad news is that you can only get it in America at the moment. PacMan is also available on the Gameboy from import specialists - I'd suggest you go for that.

WELL BLASTED SPOTTED, SIR

Dear YOB,
I am a Nintendo owner and have recently purchased a book called Blaster Master by Worlds of Power. It is about a boy called Jason Frudnick who lets his pet frog out of his glass case and follows him to a swamp where he falls down a hole into another world called Signar-el. There he meets someone called Yvtrkizj Eve's help Jason defeats 8 mutant underboss's before destroying the Plutonium Boss and saving Plutarch (Alex's pet lobster) and Fred (Jason's pet frog). Please could you answer these questions.

1. Is there a game for the Nintendo called Blaster Master.
2. If so is it available in the shops.
3. If there is such a game what sort is it?
4. If there is such a game what do you have to do?
5. How much does it cost (roughly?).

Thank you for answering these questions.
D Greensmith, Market Harborough

YOB: Nintendo were going to release the game of the Blaster



Master book last year, and it was sent to us for review. It was covered in the Complete Guide to Consoles Book II and scored a handsome 93%. However, shortly afterwards, due to some mysterious circumstances that shall forever remain unsolved, it was pulled from the release schedule and has never again been seen. A shame, really because it's a superb game, combining platform, arcade adventuring and blasting action.

WEAKLY WEEKLY

Dear YOB,

I am a fifteen year old Gameboy owner that has recently purchased a new weekly games mag that will remain nameless for obvious reasons. It claims to contain items on computers and consoles. Well, consoles my left eyeball, I've seen more console items up an African chimpanzee's rectum on a Sunday afternoon. So I would just like to say that in my eyes and everyone else's I hope that you are still the best mag for consoles and I intend to stay faithful to you my renewing my subscription every year.

Yours suck-upingly,

Ian Ralph, Linlithgow, West Lothian

YOB: Don't worry about it, I'm sure the offending weekly item won't be around to trouble you much longer.

Somone even uglier than Rambo! From Matthew Ayton of ◀ Hackney.

▼ Paul Rogers, l'artiste de rue!

IT'S ALL IN THE GAMEPLAY

Dear YOB,

I recently joined the console world by buying a Nintendo Mario Bros pack. I had £200 to spend so I immediately sent it off to PC Engine Supplies to get it modified for US games. I then bought Mario 2 and 3. I was over-whelmed. For the price I could have bought an official Megadrive plus a game but I didn't care.

What I'm trying to say is that you don't need high tech state of the art graphics and to produce a brilliant game (ie Megadrive, Neo Geo, Super Famicom etc.) I admit that the NES graphics are pretty feeble compared to the megadrives but its the playability that counts. I would advise people intending to buy a console or computer to think about what I've said.

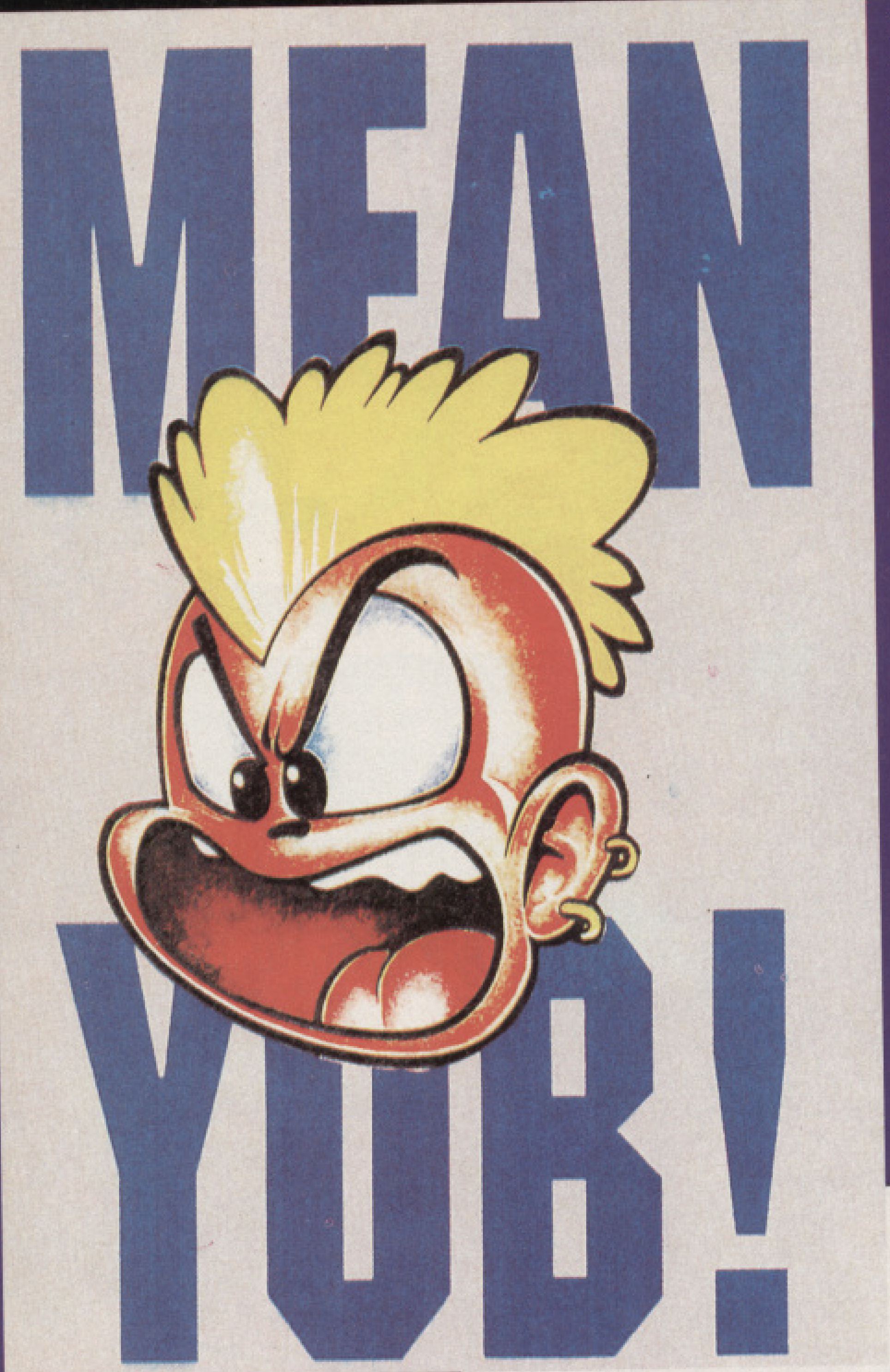
Glen Paul, West Lothian, Scotland

YOB: What you say is completely and utterly true. I've said the same thing at least 7,348 times - it doesn't matter how good the graphics and sound are, it's always the playability that's most important!



▲ Brat YOB from Sean Bailey of Stoke!





2-BIT BRAIN

Yo Mean YOB.
I have purchase a Sega Megadrive and if I buy an adaptor for Sega Master System will it be 16-bit graphics or 8-bit. Please answer this question and don't think I'm a twerp.
Simon Barker, Woolwich Common, London
YOB: I do think you're a twerp. I'm sorry, but it's the question you asked. The graphics are 8-bit - identical in each and every way to a normal Master System, even down to the grotty flicker on some games!

SMART SUIT SALESMAN

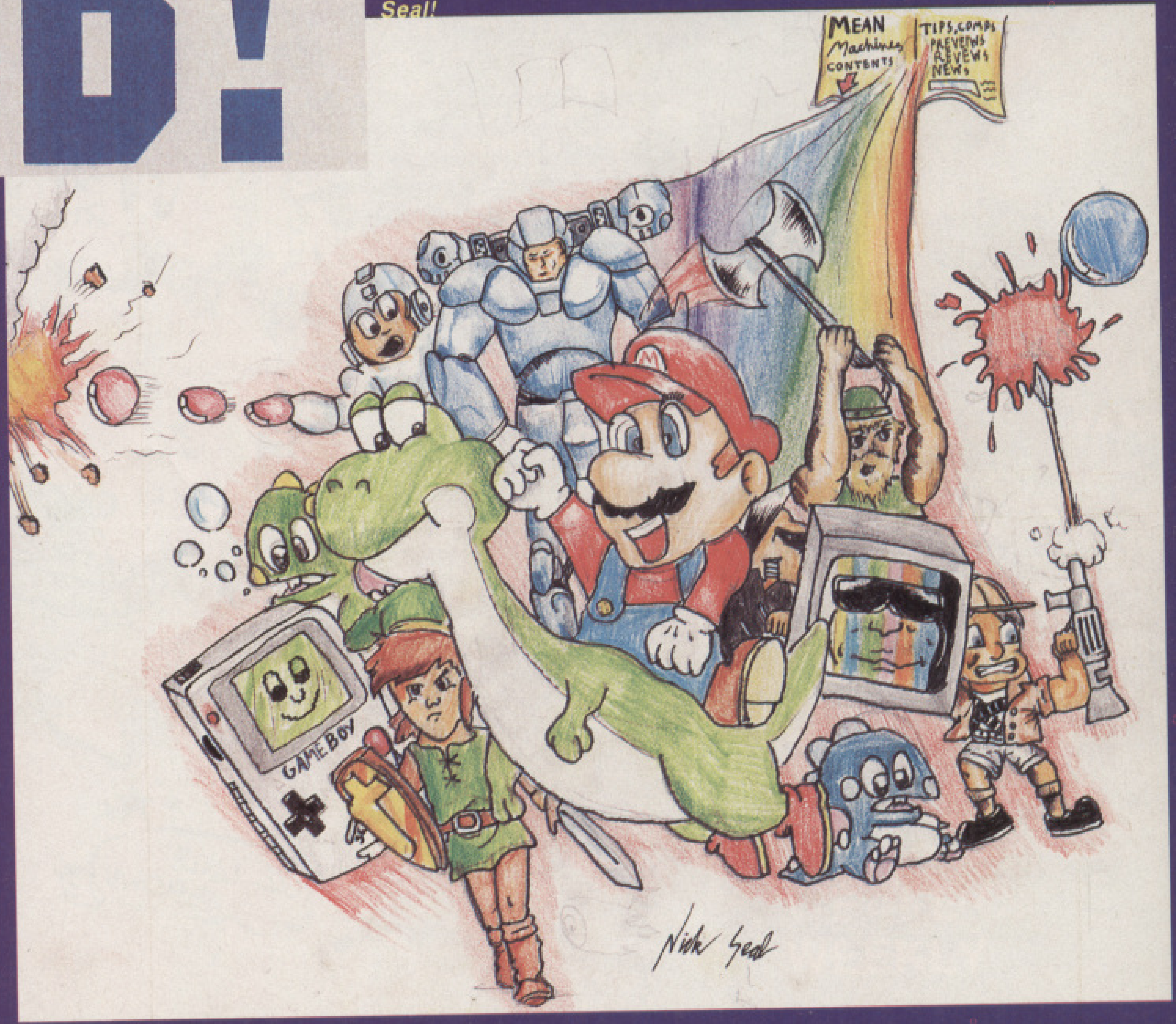
Dear YOB,
I am an Intergalactic Weapons and Special arms salesman, and was recently flicking through my MEAN MACHINES mags (which I collect), and couldn't help noticing an XZ372 enhanced plutonic toxic suit which you happened to be wearing and holding an astonishing Z58 Plazman Hand Gun. This amount of equipment all adds up to a great amount of Zenbrato Bucks and was wondering wouldn't you be better off selling all of this out of date armoury to me (at a reasonable price) and buying an Z46801 computerised lock in ray disintegrator and how about a tasteful X529 Zenion contractor suit which is a much lighter and up to date model of the Z89's.
Ian Oatley, Atherton, Manchester
YOB: Oh, alright. But since the Zenbrato Buck has just collapsed, won't you take an empty mail bag, half a packet of Frosties and a lifetime's subscription to the Plain Truth?

MORE FOP FROLICS

Dear YOB,
I was astonished in a letter in issue 8 of MEAN MACHINES and someone or thing from Wakefield saying I was sad and lonely. Bad enough these beings come from a place that sound like a breakfast cereal and they intend in calling themselves Tich and Bearcyt. I want you to know I did not write the one by the LYING GIT The not real Man with the Stick. As the people at MEAN MACHINES might of guessed that my letter (that was my idea) would be very neat, computer done on Brilliant white A4 paper. While the LYING GITS letter was probably on a scraggy bit of note pad he found in the gutter and said to himself, "Cor, look at that really cool bit of writing paper in the gutter".

So I leave it to the court of Judge Nutmeg (one again) and yes the every lasting wheel of justice says you must blow carnivorous ant-eaters in to Sue Lawly's ear through a straw. And now the moral of this letter is that Tich and Beancy are the lonely and sad ones. By the way I got fifty quid for doing that impersonation of Graham 'it's the fop' Lister which was sent in by a Miss Fiona England.
Vic "Born Free" Reeves

PS Buy Reeves and Mortimer products.



▼ ***A rainbow of talent from Nick Seal!***

PPS Tich and Beancy WOULDN'T LET IT LIE at all.

PPPS This whole letter was MY idea.

YOB: I think it's time to let this lie...

VIVE LA RETARDO

Dirty farty pants YOB,
After reading your totally stupid article "A simple Solution" in April's edition, I thought I must write you this letter!

You stated that the Stupid Famicom, I mean a Super Famicom was a lot better than the Amiga.

As I own an Amiga (which is probably the best computer in the world) I tend to disagree with this statement.

Obviously you have the intellect of a squashed hedgehog who is sitting on a commode reading the highway code upside down. The only reason why you said this statement is because you can only play games and you don't appreciate the qualities the Amiga has to offer.

And just because you can only master such things as the 1 x table you would obviously say this?!

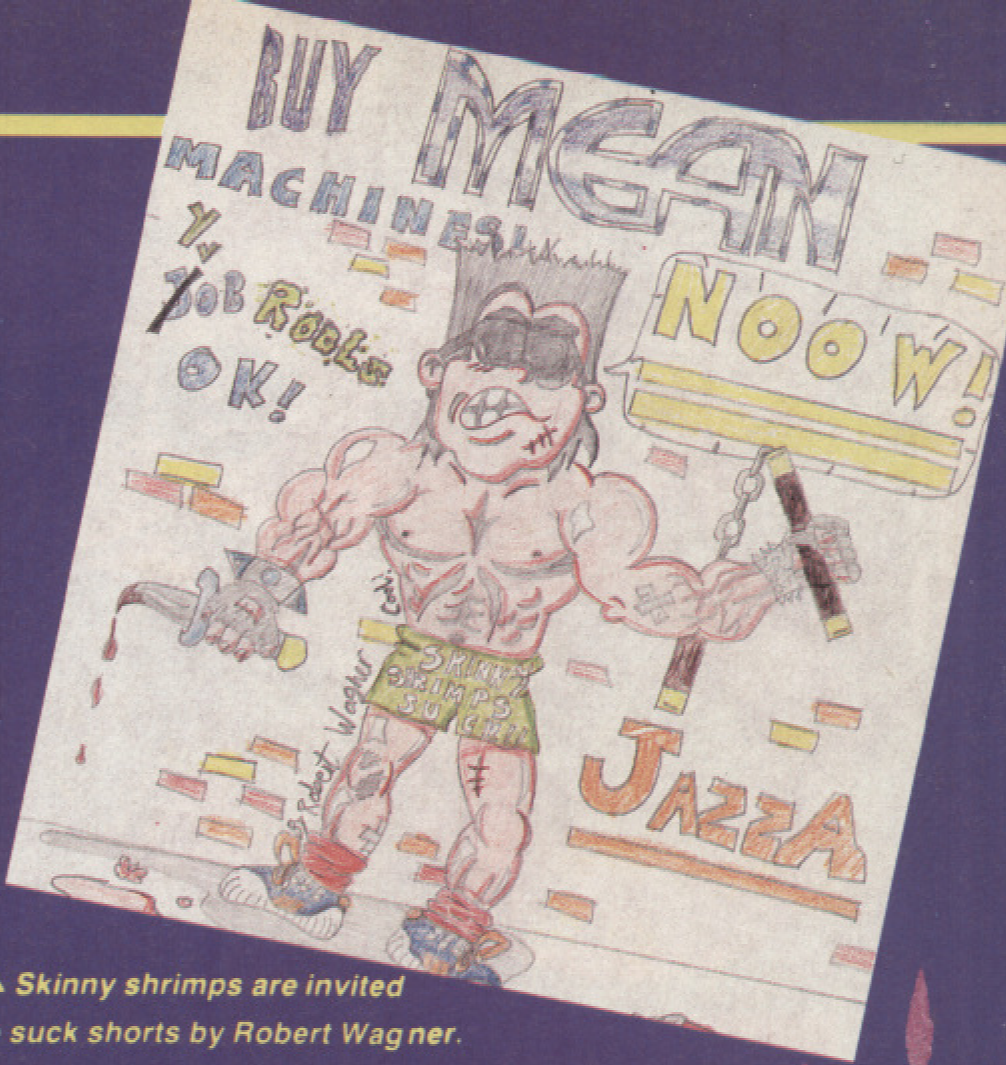
Here are some reasons why I think the fabulous Amiga is better than the Famicom.

1. The games are cheaper!
2. Much better graphics!
3. A lot more games for the Amiga.
4. You can do a lot more educational stuff with the Amiga which could help you in school.
5. The Famicom is totally crap!
6. The Famicom is a waste of money.
7. The Famicom is a waste of space.

I would like to know why you think the Famicom is better than the Amiga, if you don't write (print) this letter than I will personally get you leg and put it in a microwave, fry it, let a Rotweiller savage it and then put tomato sauce on it and eat it!

Yours waitingly,
Key "King of the Whizzkids" Turner, Dudley, West Midlands

YOB: I like the Amiga, and I can appreciate its qualities - it's a good machine, and there are some great games available for it. But technically it's inferior to the Super Famicom - and that's something you'll have to face up to. Amiga games might be cheaper, but that doesn't make them better. You get what you pay for. After all, if I want to drive a fast car, I'd buy an expensive Ferrari, not a cheap Skoda. Amiga graphics aren't better at all - you obviously need glasses. The Super Famicom has 28,000 colours more than the Amiga and can display them in much higher resolution! There indeed are more games out on the Amiga.



▲ *Skinny shrimps are invited to suck shorts by Robert Wagner.*



It's no joke when you lose your issue! Thanks to Ben Dragon of Guildford.



THE HEDGEHOG
"the best game ever..."
SONIC
the new hero for the SEGA MEGA DRIVE SYSTEM


He's blue, spikey and speedy (ultra sonic in fact!) SONIC THE HEDGEHOG has now arrived. SONIC is the unlikely hedgehog super hero of the greatest platform game ever seen on the MEGA DRIVE SYSTEM. Zoom through 6 worlds collecting power rings, tumbling through tunnels, bouncing across landscapes zapping badguys as you go on to destroy the dark force of Dr Eggman that shadows your world . . . check out the graphics!
SCORE
TIME
RING 8
SCORE 0
TIME 1:28
RING 16
SCORE 500
TIME 0:51
RING 23
"the biggest & best thing ever seen on the mega drive"
MEAN MACHINES
SCORE 3100
TIME 2:30
RING 2
SCORE 0
TIME 0:06
RING 6
SONIC
THE HEDGEHOG
SEGA
Virgin
SEGA
VIRGIN MASTERTRONIC LTD, 16 PORTLAND ROAD, LONDON E11 4LA. TEL: 071 727 8070

Q+A



Jaz has put on his clever clogs, special Q+A underpants and freshly pressed special intelligence trousers and is ready to answer more of your questions. If you've got any questions that you want to ask - anything will do - write to Julian "Jaz" Rignall and if they're printed, he will supply the answer. The address to send your questions to is: JAZZA THE GREAT ANSWERING MACHINE OF THE WESTERN WORLD, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

FATHERLY ADVICE

Dear Jazza,
Here is a short note from a totally confused Dad. I've been asked 100 times to buy a Megadrive, well with an IBM 386, Amiga 500, Atari Lynx and Gameboy (!) already in our house you can understand that this new marvel needs some understanding before I let myself in to this new venture.

1: When dealers claim that their Japanese model can handle all formats (English, US and Jap) what is then the point of buying a more expensive UK model?

2. The UK model has an A/V 8-pin connector alongside the RF plug (PAL). Can this A/V plug be used for RGB or Composite video?

3. The Jap model SCART/PAL can be used with Philips 8833 I read in the last MEAN MACHINES. Can it also be connected to NEC/Multisync 3D?

You can be assured that if you shine light on the above my son Taco gets himself a promised deal for either model as long as it does not cost me an extra TV or that he is forced to use my Sony TV.
Dad, Aberdeen
JAZ: 1: What indeed??? 2+3: Most specialist computer shops sell, or will make up leads that let you connect your Megadrive to virtually any system available - ring around and ask.

SPOT THE DIFFERENCE

Dear Jaz,
At the moment I am trying to get a PC Engine but I am trying to work out the difference between a PC Engine and a Core Grafx PC Engine. Could you please tell me!
Duncan George, Twyford, Berkshire
JAZ: There's absolutely no difference between them, apart from one is white and the other is dark grey. Buy whichever one is the cheapest.

WHERE'S THAT GUY?

Dear Jazza,
Could you please tell me why Guy is not in the Final Fight game on the Super Famicom.
Philip Walker, Cheltenham, Gloucestershire
JAZ: Memory restrictions, I'm afraid. According to the programmers, so much memory was required for the sprite animation, that only two of the original three characters could be included.

THE JOKE'S ON HIM

Dear Jaz,
I was recently looking back through some old issues of CVG. What ever happened to the A-Migadrive which featured in the news section of Issue 101 which converted Amiga games on to special carts and allowed you to play Amiga games on the Megadrive? Are Dev Tec who made them still around, and how can I contact them? Can I still get hold of an Amiga drive and special carts, where from and how much do they cost?
James Gotch, Swanage, Dorset
JAZ: You're a sad fellow! It just goes to show what happens when you don't keep up with the news! It was an April fool which was explained in the May edition of C+VG a full 12 months ago!

MORE COMPATIBILITY QUERIES

Yo Jaz.
I have got a huge problem about



DON'T WASTE YER DOSH

Dear Jaz,
I am planning to spend all my hard-earned cash on a portable PC Engine. I was just about to send off for one when one of my friends told me that the graphics on the machine were slightly blurred due to a lot of detail on the games being squashed into a small screen. Is my friend telling the truth or is he just fibbing? If he is right then how blurred is it and does it affect the gameplay much? Oh yes, and how long is the machine's battery life?
Ed Jones, Nettleton, Cheshire
JAZ: It depends on how much you were going to pay for it, but my advice would be to buy a Gameboy and put the rest towards a Super Famicom or Megadrive - the portable PC Engine really isn't that good a machine, and eats batteries like there's no tomorrow (six usually last around three hours).



my holiday. I'm going to America and have been seriously worrying whether American games work on my UK Megadrive. Seeing as they're a huge third of the price less, I need to know if I need a special converter to play American games.

Tom Southwell, Luton, Bedfordshire

JAZ: Nope - so stop worrying, otherwise you'll give yourself an ulcer.

THUNDERING KIWIS

Dear Jaz,

I have got two questions for you to answer:

In Complete Guide to Consoles Book III it says that Thunderbirds and New Zealand Story are going to be released on the Nintendo. Will they be released in Britain?

S Davidson, Colne, Lancashire

JAZ: Prepare to book a seat for Who Knows City - there are no UK release dates as yet!

GET IT CONNECTED

Dear Jaz,

Please could you tell me if I can connect an Amstrad CTM 644 colour monitor to a Megadrive. And if so, what would I need to connect it?

Rory Crichton, Cheam, Surrey

JAZ: To connect your Megadrive to an Amstrad monitor, you need a pretty weirdo lead which will have to be custom made. Ask around at specialist computer shops and you should find someone who can help you.

RUDER AND RUDER

Dear Jaz,

Can you supply any back issues of MEAN MACHINES at all as I've only got no's 1 and 7 and any of the others would be really appreciated, if so can you write ring or tell me in next month's MEAN MACHINES what ones you can supply and how much money I should send.

I would be truly grateful, because at the moment I can only read my brother's back issues.

Jonathan Dyer, Coxheath, Kent

JAZ: Sorry, but back issue stocks of MEAN MACHINES have completely sold out. The only thing you can do is advertise in the wanted column in the classified ads. Not much help, I'm afraid, but it's better than slapping your spam in a blender.

NO CONTEST

Dear Jaz,

I am very close to buying a new console but haven't quite decided which one yet.

I was originally set to buy a Sega Megadrive but a lot of the games are far too easy considering the price. Which would you advise between a GX4000 and a Sega Master System? Are MEAN MACHINES still going to do GX4000 reviews?

Niki Mackintosh, Milton, Ross Shire

JAZ: The Sega Master System is by far the better of the two - it's got a rosy future, and there are many new games coming out for it. After very poor sales at Christmas, the GX4000 has died a swift death - there's no more software support for it, and the machine itself is being sold off for £29.99 in some shops! That's why we stopped covering the machine.

HAND-HELD FROLICS

Dear Jaz,

I have saved up £300 to buy a handheld console and some games and I was wondering what you think would be the best one to buy - a Gameboy with about seven games or a Lynx II with some games or even a PC Engine GT with very few games. By the way when the Game Gear is officially released will it be compatible with imported games - either American or Japanese - and will an imported machine be compatible with all upcoming English releases?

I think that your mag is amazing easily the best one on the market.

Jody Goodall, Prestwich, Manchester

JAZ: Out of the three you mention, the Gameboy gets my vote. Although it's got a black and white screen, its games are superb, the machine is truly portable and the batteries last for weeks, rather than hours.

FIREWORKS EXPLAINED

Dear Jaz,

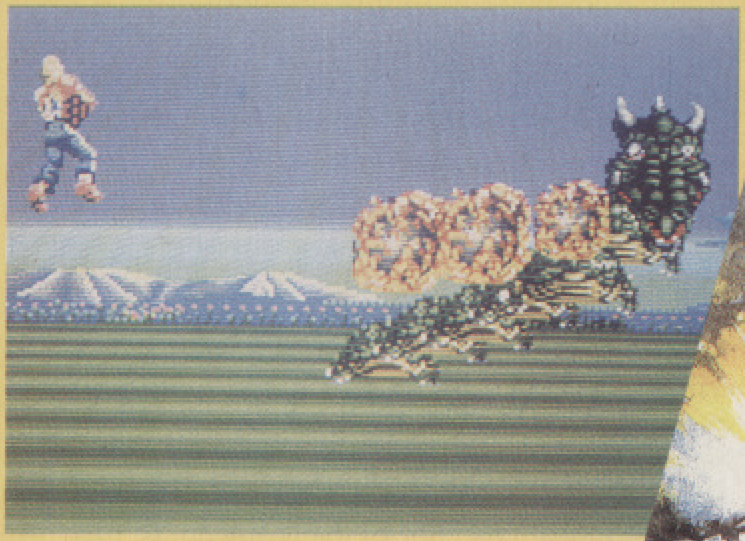
I've been trying to figure out why there are fireworks at the end of some of the levels on Super Mario Bros.

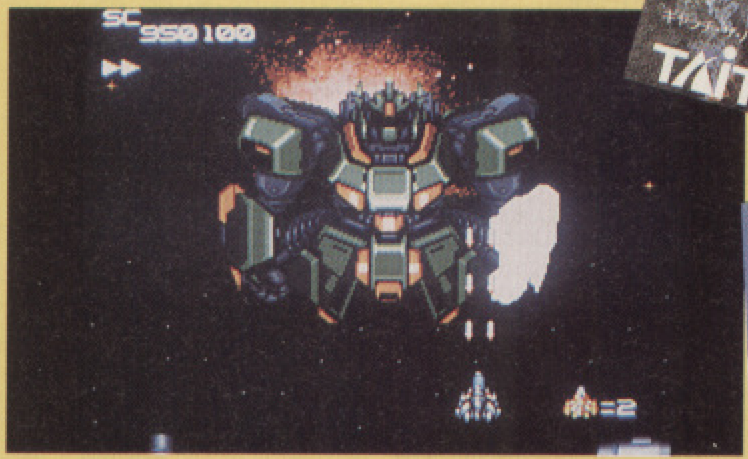
The booklet does say that there is a reason for this but I can't find it.

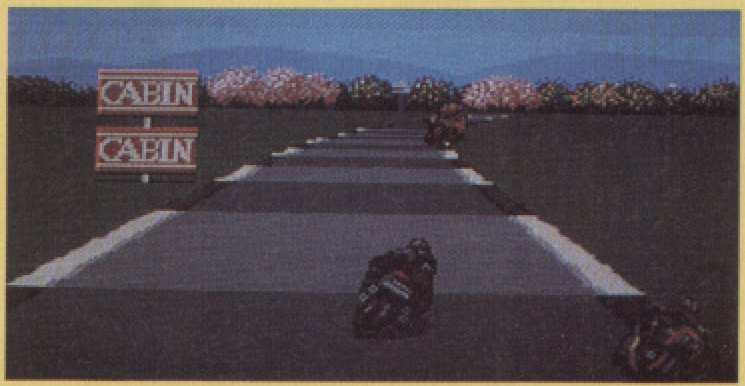
Could you find out why this happens?

Dom, somewhere

JAZ: If you grab the flagpole when the right hand number on the timer reads six, you get six fireworks and 3000 bonus points. If it reads three, you get three fireworks and 1500 bonus points, and if it reads one you get one firework and 500 bonus points. So now you know.











Q+A



NICE IN NICE

Dear Mr Jaz,
I don't suppose you've been to France in the Nice region recently have you? I thought I saw you on Newsround on the telly which I was watching (for some reason I wasn't thrashing my Megadrive with my game Afterburner good review from your excellent MEAN MACHINES).

This was all at a videogames competition. Did you actually enter, or are you to good to enter and were just spectating and snarling at the lesser mortals like me... Oh yeah is there any competitions I can try to win because I'm fairly fancy with the controls.

Anthony Marvell, Hitchin, Hertfordshire

JAZ: Yes, it was me! Well spotted!! I was there to go to the Game Gear launch which was held at the same time. Unfortunately I wasn't allowed to enter the videogame tournament because Sega thought I'd frighten off the competitors. Boooooo! Still, I challenged the eventual winner, Danny Curly to a couple of bouts of Streetfighter II at an arcade near the hotel and completely thrashed him!

CONSOLE US AMIGA OWNERS

Dear Jaz.
My mate and I have been reading this mag since Issue 3 and we both think this mag is the best console mag on the street. We both are Amiga owners and we both getting a bit sick sitting at home playing the Amiga, so we are planning to get a portable console, such as Gameboy, Game Gear, Lynx, etc. Back to business, we have few questions that hope you can kindly answer them for us.

1. Is the Japanese Gameboy same as the UK/USA Gameboy, and is it true that the Japanese Gameboy cartridges work on the UK machine?

2. Roughly when will be the new Lynx (smaller version) be released in the UK?

Marty and Dick, Cambridgeshire

JAZ: 1: Yes. 2: This Christmas, supposedly.

YO HO-HO

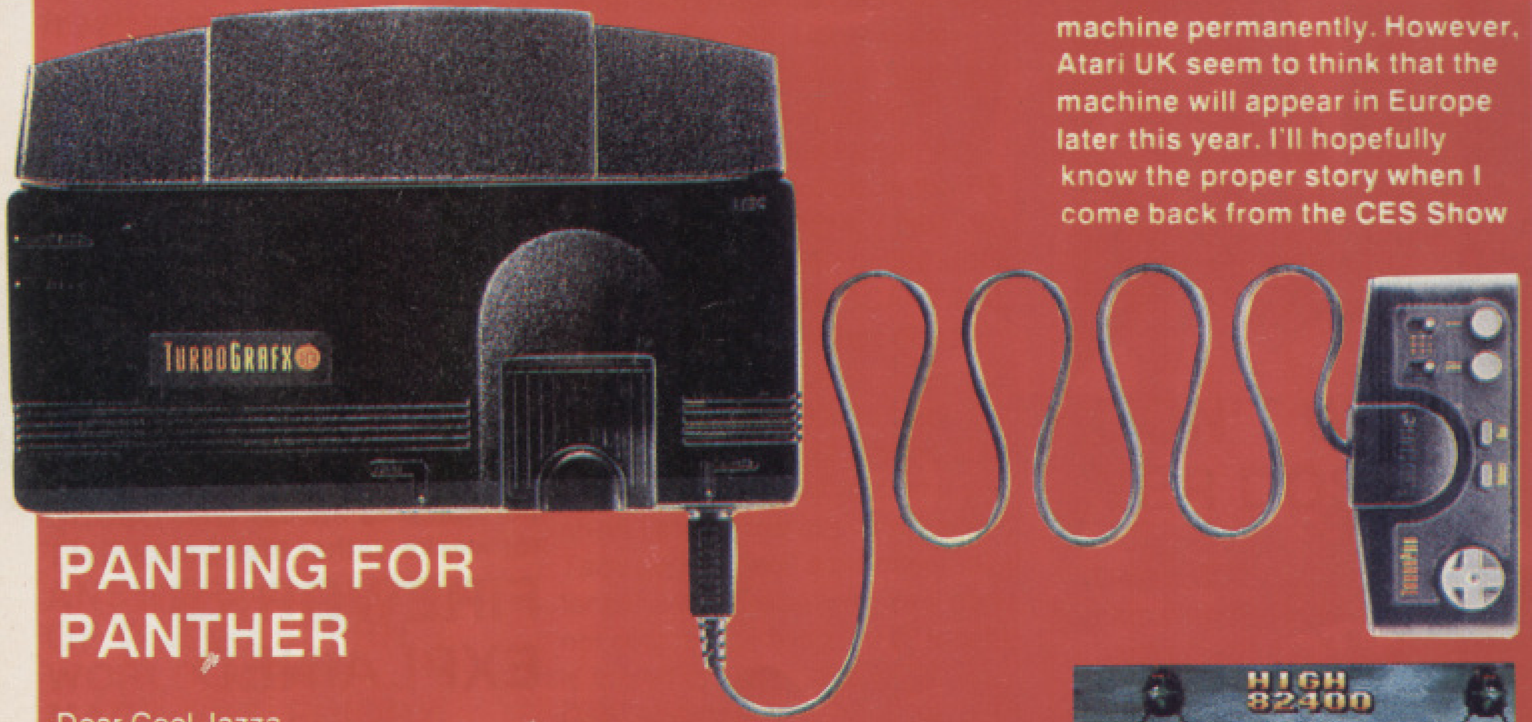
Dear Jaz,
Recently I was shown by a friend of mine a strange device that he had got for the Nintendo.

This device was called the honey-bee and it was two pieces that fit together to make a cartridge. This device has 76 Nintendo games in it supposedly. When it was placed in an English NES it did not load.

It also did not have the seal of quality on like most games and accessories. Please could you help?

Stephen Oldham, Davenport, Cheshire

JAZ: That's because it's an illegal pirate cartridge. It's most probably an NTSC or Secam cartridge (foreign telly formats), and therefore won't work on British TVs. Ahhh! What a shame. I feel so sad.



PANTING FOR PANTHER

Dear Cool Jazza
Ahem I have some boring questions which I hope you can answer here goes

1. When will the Atari Panther be released?

2. What will games cost for the Panther?

3. Is the PC Engine 8-bit or 16-bit?

4. Is the PC Engine better than the Megadrive?

5. Is the PC Turbografx better than the Famicom, Neo-Geo (you'd be mad to buy one) Gigadrive or any consoles mentioned in this letter?

Andrew Hallam, Chilwell, Nottinghamshire

JAZ: According to my American sources, Atari US have announced that they have cancelled development of the Panther and shelved the machine permanently. However, Atari UK seem to think that the machine will appear in Europe later this year. I'll hopefully know the proper story when I come back from the CES Show in Chicago. The PC Engine is 8-bit, and isn't technically as good as any of the other machines mentioned above.





GAMES & SOFTWARE

35 Tilbury Road, Thorney Close, Sunderland, SR3 4PB

SEGA MEGADRIVE CARTRIDGE LIST

Japanese cartridges can only be used in English machines with a Special Adaptor. See Below

Bonanza Bros £32.99
Aero Blaster £28.99
Afterburner II (USA) £32.99
Altered Beast £23.99
Arrow Flash.................£19.99
Axiz FZ.........................£27.99
Battle Golfer £29.99
Battle Squadron £27.99
Burning Force £19.99
Curse £14.99
Crackdown £19.99
Cyberball......................£23.99
Dangerous Seed £25.99
Darius II.......................£32.99
Darwin 4081 ....£18.99
Dick Tracy (Jap)..........£29.99
Dick Tracy (USA) £34.99
D.J. Boy £19.99
Dynamite Duke £19.99
Elemental Master £19.99
Eswat £22.99
Fantasy Soldier III £34.99
Fatal Labyrynth £34.99
Fatman.........................£22.99
Forbiden City...............£32.99
Gain Ground £19.99
Garius £32.99
Ghouls & Ghosts..........£32.99
Ghostbusters................£26.99
Golden Axe £29.99
Granada X....................£19.99
Gynoug £34.99
Hard Drivin' £19.99
Heavy Unit £29.99
Hellfire..........................£23.99
Insector X.....................£25.99
Joe Montana F'Ball £22.99
Junction........................£25.99
Ka-Ge-Ki £32.99
Klax £24.99
Magical Hat £25.99
Mickey Mouse £25.99
Midnight Resistance....£34.99
Monster Hunter £32.99
Muska Aleste £19.99
Nadia in Wonderland ..£32.99
Phelios £19.99
Rastan Saga II £27.99
Ringside Angel............£31.99
Shadow Dancer £24.99
Shine and Darkness....£37.99
Shiten Myooth £29.99
Strider £27.99
Super Airwolf................£32.99
Super Real Basketball £22.99
Super volleyball............£29.99
Sword of Sodan £19.99
Tatsujin £28.99
Twin Hawks..................£19.99
Verytex £32.99
Volfied £25.99
Whip Rush £19.99
Wonderboy III...............£23.99
Wonder Forest £32.99
Wrestleball £29.99
XDR £21.99
Zoom............................£14.99

Phone for second-hand games ADD POST & PACKING @ £1 PER ORDER

Megadrive complete with Joypad & Power Pack. 2 Free Games of our choice or 1 of yours up to £30(This is the Japanese Pal version suitable to run in TV or monitor with additional Scart Lead at only £139.99
+ p&p £4.90

Extra Joypads £15.99
+ p&p £1

Scart Leeds(Top Quality) ....
..................£11.95 (Post Free)

We accept used Megadrive games in part exchange for other games from our list Please phone first.

ENGLISH CARTRIDGES

Arnold Palmer Golf......£32.99
Ishido £32.99
James Pond £35.99
John Madden F'Ball £36.99
Moonwalker with FREE VHS video £29.99
PGA Golf £37.99
Rambo III £25.99
Super Monaco G.P £32.99
World Cup Italia 90 .....£27.99

ATARI LYNX

Atari Lynx complete with PSU + California Games ...£119.90
+ £3.90 p&p

Atari Lynx with PSU + Game of your choice............£124.90
+ £3.90 p&p

LYNX GAMES

Blue Lightning £26.99
Chips challenge £26.99
Electric Cop..................£26.99
Gauntlet III £31.99
Slime Worlds £26.99
Ms Pacman £26.99
Paperboy......................£26.99
Roadblasters................£26.99
Xenophobe...................£26.99
Robo Squash £26.99
Zarlor Mercenary.........£26.99
Shanghai......................£26.99
Rygar £26.99
Gates of Zandocon £26.99
Rampage £26.99
Klax..............................£26.99
+ Post & Packing £1

JAPANESE CONVERTOR TO ENABLE ENGLISH MEGADRIVES TO RUN JAPANESE GAMES ....£9.99 + POST/PACKING £1 (ALWAYS IN STOCK)

VISA

We part exchange your Used Games for any on our list.
Please include £1.00 p&p Software. £5.00 p&p Machines
Phone first 091 528 6351

EURO CARD | MASTER CARD

MEGAWARE

THE ULTIMATE FOR CONSOLE ENTERTAINMENT

CREDIT CARD HOTLINE - 091 5498807 * CREDIT CARD HOTLINE - 091 5498807

VISA 35 Cullercoats Road, Hylton Castle, Sunderland, SR5 3AZ.
Office Hours : Mon-Thurs (11 till 7) and Fri-Sun (11 till 5)

SEGA MEGADRIVE + FREE GAME..................£134.99
SUPER FAMICOM + FREE GAME....................£264.99

ALL £20 OR 3 FOR £55

JUNCTION / D.J.BOY
DANGEROUS SEED
HARD DRIVIN
SHADOW DANCER
CRACKDOWN
GHOSTBUSTERS
MUSHA ALESTE
E-SWAT / VOLFIED
JOE MONTANAS
TWIN HAWK
SWORD OF SODAN
AXIS F. Z.
MOONWALKER

ALL £25 OR 3 FOR £70

MICKEY MOUSE
MAGICAL FLYING HAT
HEAVY UNIT / KLAX
BATTLE SQUADRON

PHONE FOR PRICES

KA-GE-KI / DICK TRACY
SUPER AIRWOLF
JOHN MADDENS
P.G.A. GOLF / GAIARES
GYNOUG / ZERO WING
MIDNIGHT RESISTANCE

PLEASE ADD £1 PER CART & £5 MACHINES FOR P & P
PHONE FOR LATEST MEGADRIVE & FAMICOM RELEASES

CARTRIDGE EXCHANGE SERVICES

We also have in stock a vast selection of used carts in our swop-shop, used carts start from £12 and exchanges from £3.

MEGAWARE HIRE CLUB

Why buy when you can hire from our vast selection of cartridges. We have over 110 titles on the MEGADRIVE 130 on the P.C. ENGINE. and all current FAMICOM carts in multiples of six to ten so there is little or no wait for your selection and remember we were first on the scene and will remain the U.K.s No 1 PREMIER HIRE CLUB. LIFE MEM-SHIP £5 all P.C. ENGINE titles £3 per week, MEGADRIVE £3.50 and FAMICOM £4 regardless of title. FOR MORE DETAILS SEND LARGE S. A. E.

ATTENTION RUN JAP CARTS ON YOUR BRITISH MEGADRIVE - CONVERTOR NOW ONLY £ 9.95

CREDIT CARD HOTLINE - 091 5498807 * CREDIT CARD HOTLINE - 091 5498807

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE BEST PRIZE LINES AROUND ARE HERE!!

SUPER FAMICOM LINE - RING 0839 - 007795

still not got one of these ubelievable consoles?
get on the phone NOW! and you soon could have.

SEGA MEGADRIVE LINE 0839 - 007795

bet you wish you had one of these fantastic consoles
someone will win one. it could be YOU!

GAME GEAR LINE 0839 - 007795

The official UK game Gear is here!! You can win one
by dialling this number. Do you want to miss out?

SOFTWARE SUPRISE - RING 0839 - 007795

cant afford the game you want? cant decide which game to have?
solve all these problems by winning a huge amount of software

NOTICED THAT ALL FOUR COMPS ARE ON ONE NUMBER? (0839 - 007795)
YOU CAN NOW ENTER ALL FOUR COMPETITIONS WITH JUST ONE CALL!!

all calls last approx. 4 mins. one prize per competition
calls are charged at 34p per min. cheap rate and 45p per min. all other times
if you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

TIPS

USER FRIENDLY

Bigger and better than ever! The MEAN MACHINES tips rolls on apace, with more spectacular guides, cheats and hints! This month we've got specials on Ultraman and Sim City, along with how to get loads of extra lives on Shadow Dancer and a myriad of other super stuff. If you've got anything in the way of tips, cheats, maps - or whatever - send them in to MEAN MACHINES TIPS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a monthly prize of £150.00 worth of console software on offer to the sender of the best tips of the month. This month David Rennington of Tadley, Hants strolls off with the goodies for his Ultraman tips. Next month it could all be yours...



This is an incredibly popular game on the NES, and Scott Harris of Solihull, West Midlands has many a tip for it Here's how to beat those end-of-level guardians!

OSTRO

He's easy to beat. He spits an egg from his mouth, so jump on it and then pick it up. Throw the egg at Ostro three times and he dies. Now collect the jewel.

MOUSER

He's the guardian to levels 1-3 and 3-3. As he throws his bombs pick them up before they start to flicker and throw them back at him. He should walk into the explosion. Do this twice again and he's a dead rodent!

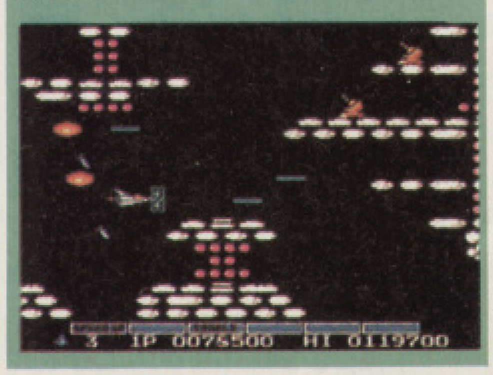
FRYGUY

The guardian to level 4-3. To beat

GRADIUS

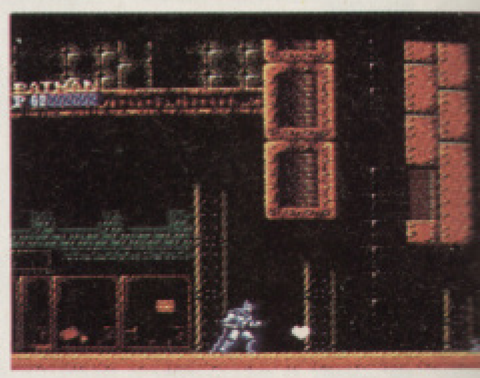
Shoot 'em ups are always popular, and this cheat from Mustafa Rahman of Manchester will give new life to an oldie-but-goodie. Gather six capsules and you'll see "?" on the screen. Grab capsule number seven when your score has a zero in the thousands column (fourth from the right) and press A. Now the ship has super-speed and super-firing ability!

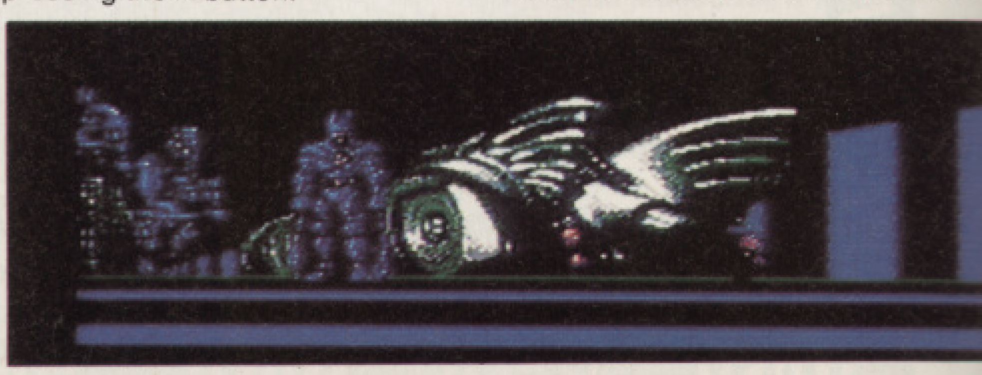
To get more points after gathering six capsules wait until there's a five in the thousands column. When the "?" appears grab the seventh and the reward is 10.000 points!

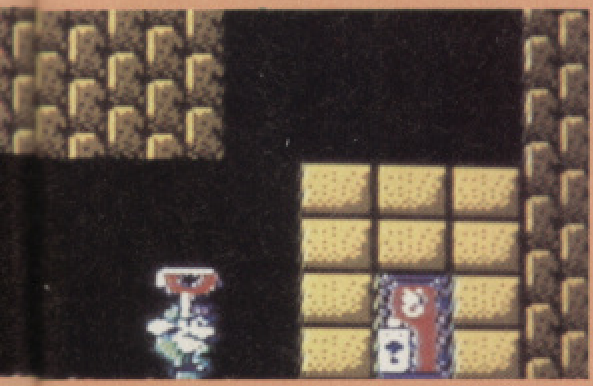


BATM

A great tip's been sent in by Peter Newman and Scott Turnbull of Altrincham, Cheshire. Use this method to get unlimited continues! Pause the game and press up, up, down, down, left, right, left, right then B and A together. When you die and the offer of Continue or End appears, press Continue by pressing the A button.







him throw three mushroom blocks at him. Now kill the four small Fryguy sprites. How do you do this? Pick up one of the mushroom blocks and jump to the top left of the screen and wait for Fryguy to come beneath you. Then drop the mushroom on him three times to kill him. This works for the small monsters as well.

TRYCLYDE

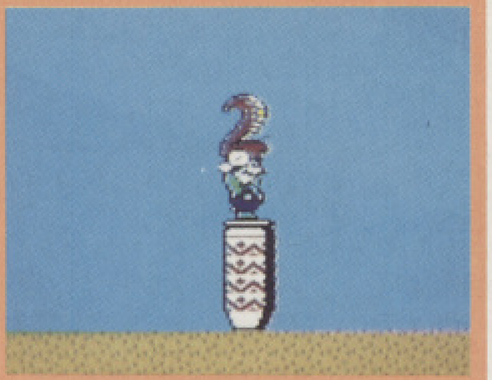
This three-headed snake is the guardian to worlds 2-3 and 6-3. Put some blocks (preferably about three) in front of Mario. Now when Trclyde breathes fireballs at the Italian U-bend expert the balls are deflected off the blocks and hit the evil one. Now throw a further three blocks at the snake to finish him off!

CLAWGRIP

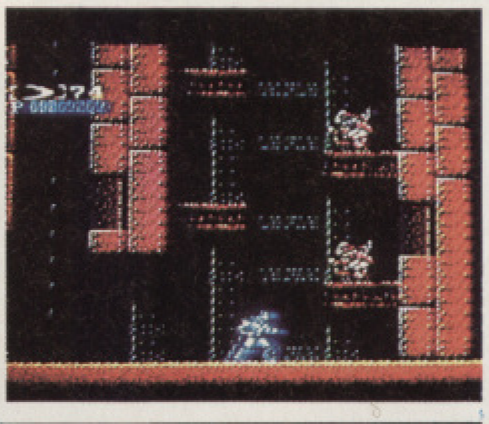
This is the guardian to world 5-3. His ability at rock-throwing is second to none, so keep out of the way when they land! Stay by the gap just under Clawgrips, and if the rock rebounds off the small wall it rolls towards Mario so jump onto it. Pick it up and throw it at the nasty boy five times to send him to his doom!

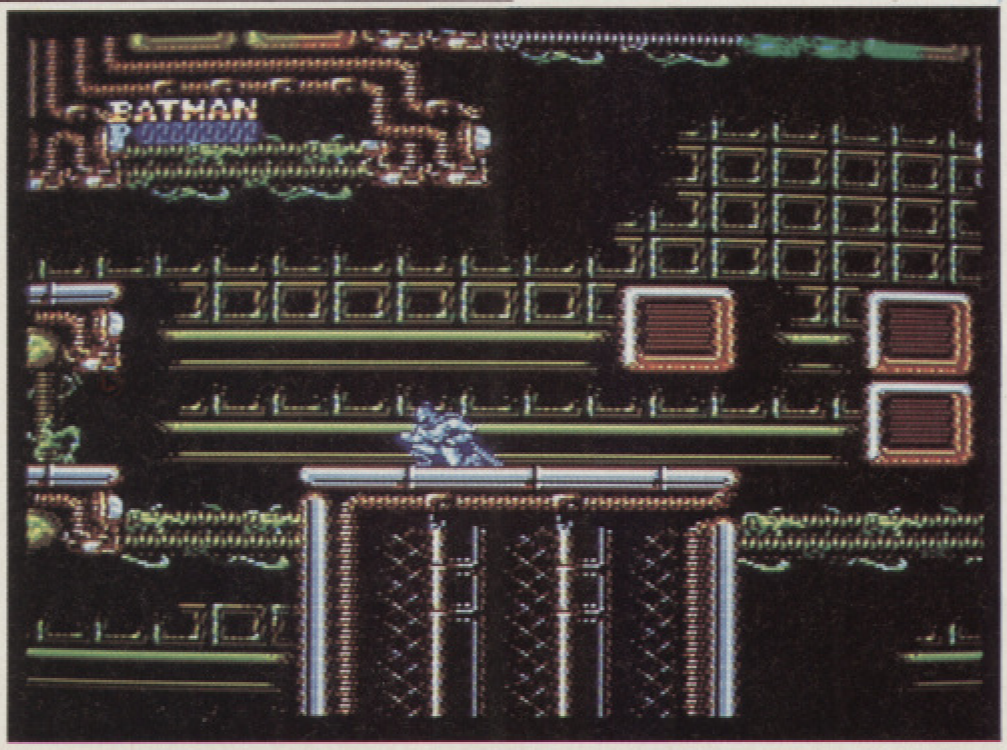
WART

Wart is the final boss, guarding the end of the game. He's tough so watch out! The best method of beating him is to stand on the platform furthest from him and grab the objects as they come out of the funnels. Now carefully run to Wart avoiding the bubbles from his mouth, and throw the object at him just as he opens his mouth to unleash more air-filled death. Do this six times (no easy task) and Wart kicks the pail and glory is yours!









SIMON'S QUEST

Niten Saxena of Cheshunt, Hertfordshire (who sends his warmest regards to ACE and Raze readers - does he want his head kicked in?) has loadsa info on this in-depth Nintendo game. Let's go...

MANSION ONE - DRACULA'S RIBBON

Go right from the start and keep going until you reach some stairs. Go down them and keep travelling right into the cave, then up. Go left and you'll be standing outside the mansion.

MANSION TWO - DRACULA'S HEART

Go right from the start until you reach the stairs and go down. Go into the cave and up (as before), but turn right at the top. Keep going until you come across some more stairs and descend. Keep right until you reach a large lake, then bend down holding the red crystal and it will sink down revealing more stairs. Go down again to be outside the mansion.

MANSION THREE - DRACULA'S EYEBALL

Go left from the start and continue until you reach the ferryman. Hold the heart and ask him for a ride. Once on the other side go left until you get to the mansion. Kill Grim Reaper to gain the Golden Knife!

MANSION FOUR - DRACULA'S NAIL

Go left from the start and past the ferryman. Stop at the end of the wastelands at the big red cliff (Deborah cliff). Kneel down with the red crystal and wait; a whirlwind will take you up and deposit you outside the mansion.

MANSION FIVE - DRACULA'S RING

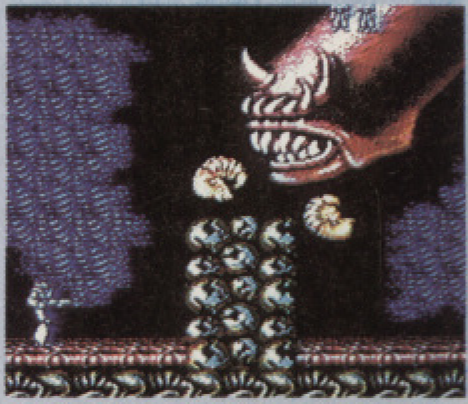
Go back to Deborah Cliff and call the whirlwind. At the mansion go left until you arrive at the lake. Bend down with the red crystal and go down the stairs, going left until you get to the mansion. Kill Vampira for the cross.

CASTLE DRACULA; DRACULA'S FATE

Start at mansion four and go right and down the stairs. Stay right until you reach the castle. Kill Dracula with the diamond to finish the game.

PROBOTECTOR

This is another cheat all the way from Australia. Jonathan Flowner knows how to increase your lives tenfold. On the title screen press up, up, down, down, left, right, B, A, then start. Now instead of three lives you've got thirty! Quite impressive - thanks Jonathan.



SHADOW DANCER

Paul Farmer of Liverpool has some help for people who want to know the locations of all the extra lives in this ninja beat 'em up.

STAGE 1-1

After the first green disc-thrower and the gunman beyond him are dead, stand on the brick in-between them and shoot. You're rewarded with a 1-up!

STAGE 1-2

Go beyond the first earthquake and above the disc-thrower. Once on the ledge a baddie rolls out and attacks - kill him and dodge the falling rocks (but stay on the ledge). Now shoot and another 1-up is yours!

BONUS STAGE

Avoid killing any of the ninjas for a 1-up.

STAGE 2-1

Jump down onto the ledge with two gunmen near the end of the level. Kill them, face right and fire. Now collect the massive 2-up reward.

STAGE 2-2

At the trailer, jump on to the second box, jump up and shoot right, and then collect the symbol.

BONUS STAGE

Do the same as the first bonus stage.

STAGE 3-1

Walk to the end of the third platform up and shoot the baddie who rolls out. Keep shooting until the symbol appears. Leave it and go back, jump up to the above level. Walk right until you're at the end above the symbol. Jump down to collect it and you get a 2-up.

STAGE 3-2

No extra lives.

BONUS STAGE

The same as usual.

STAGE 4-1

At the gaping holes jump over the first one. Turn to face left then shoot to reveal an extra life. Unfortunately it's a trap (you can't get it without dying), so don't bother!

STAGE 4-2

After disposing of the second green disc-thrower keep going until you come to the place where bullets fly out of the dark. Kill the two gunmen and jump over the brick. Turn to face left and shoot the brick to reveal the 1-up.

BONUS STAGE

Same as usual!

STAGE 5-1

In room two, between the 10th and 12th boxes, jump down and shoot left while crouching to get a 1-up. In room three behind the box where the hostage hides, shoot left while crouching to get another 1-up. In room five there's yet another extra life; shoot the jewel above the door.

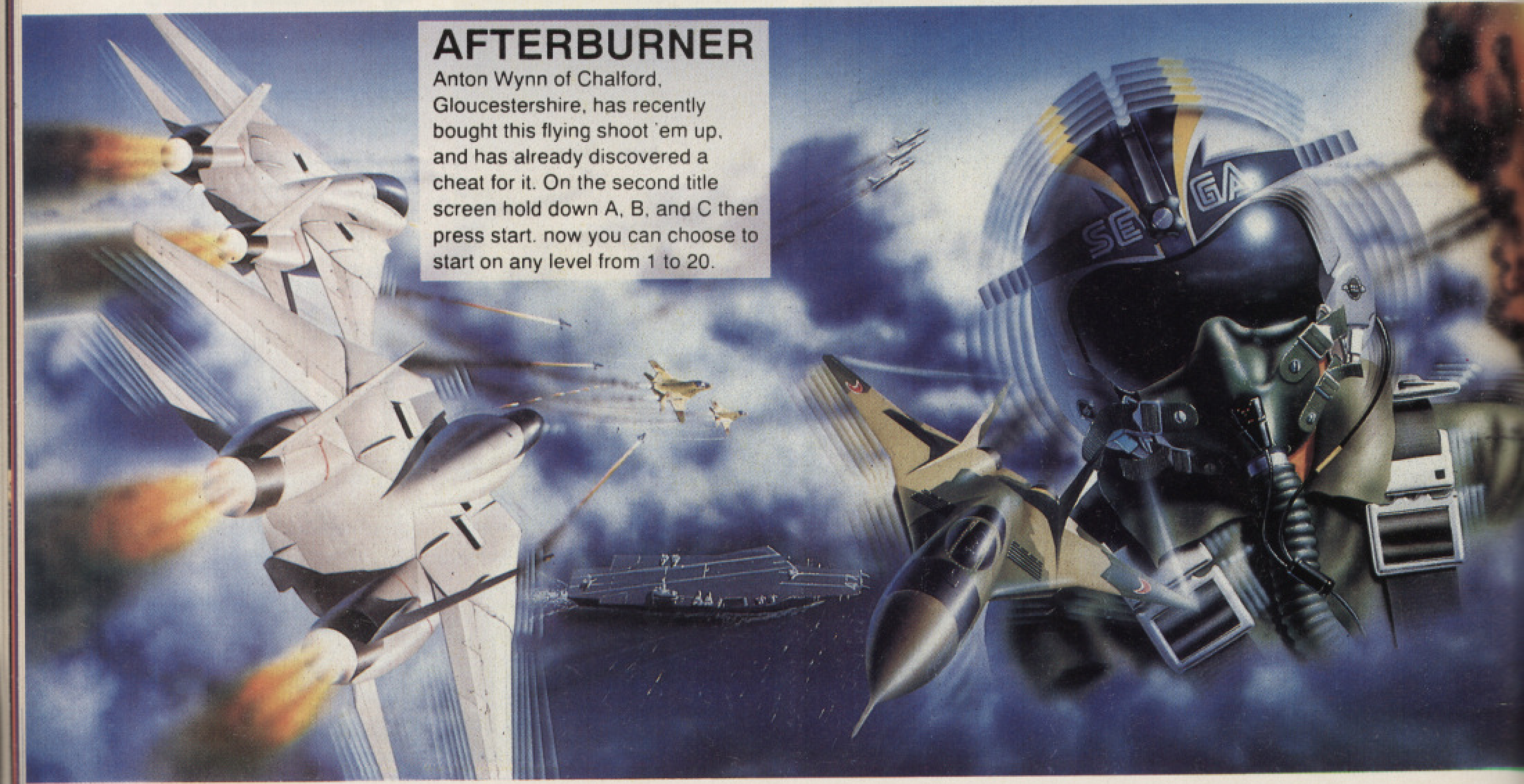


SWORD OF SODAN

Anthony Kennedy of Middleton, Manchester knows all the potion mixtures in this dreary slash 'em up. Here are the combinations:

BLUE AND GREY: Shield
BLUE AND ORANGE: Poison
BLUE AND RED: No effect
BLUE, GREEN AND ORANGE: Super zapper
BLUE, GREEN AND RED: Extra life
BLUE, ORANGE AND RED: No effect
GREEN AND ORANGE: Flaming sword
GREEN AND RED: Extra life
ORANGE AND RED: Long-lasting flaming sword

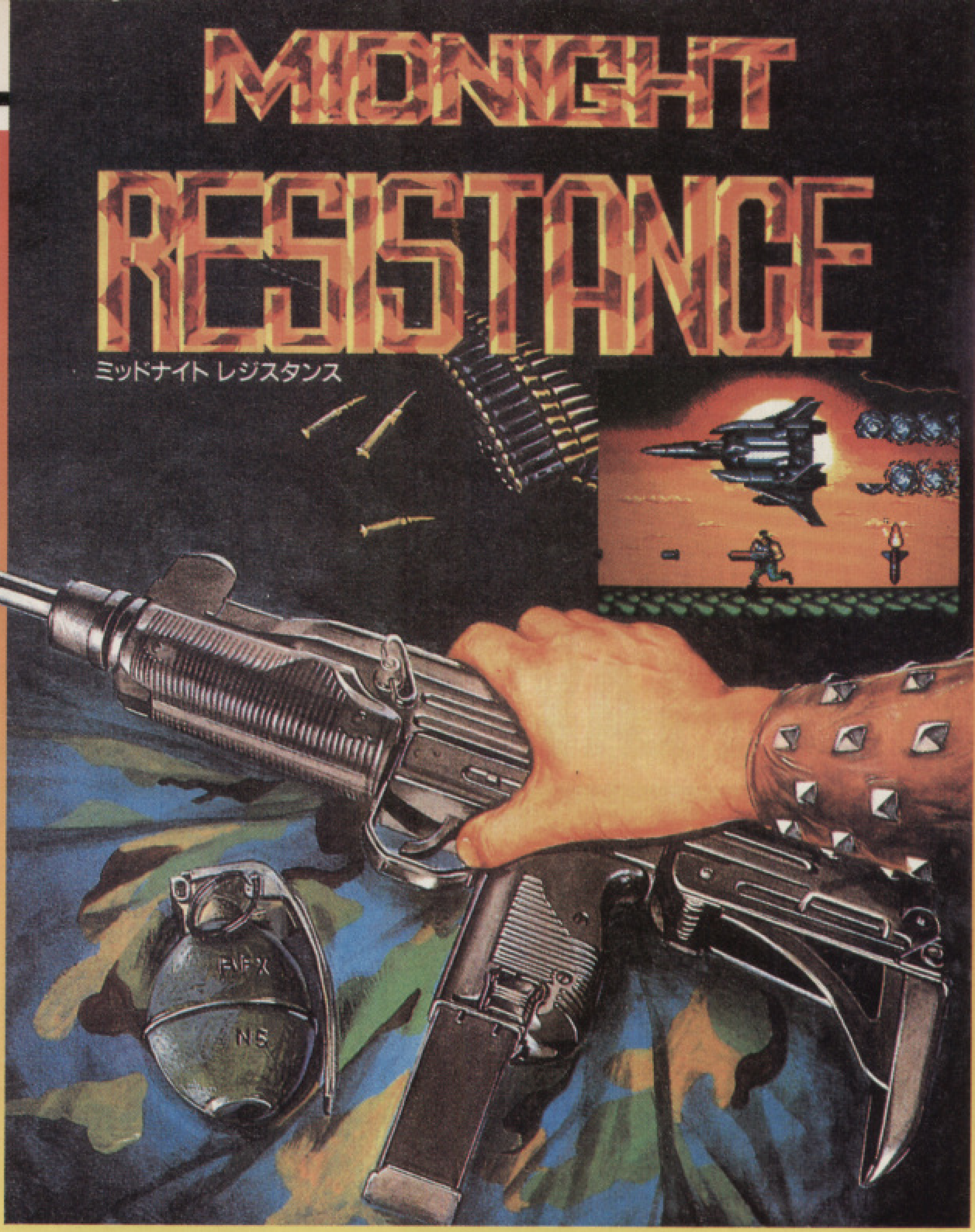
If falling into the traps on level five is a problem, look for a small darkly-shaded part of the floor; this is the centre of the trap.



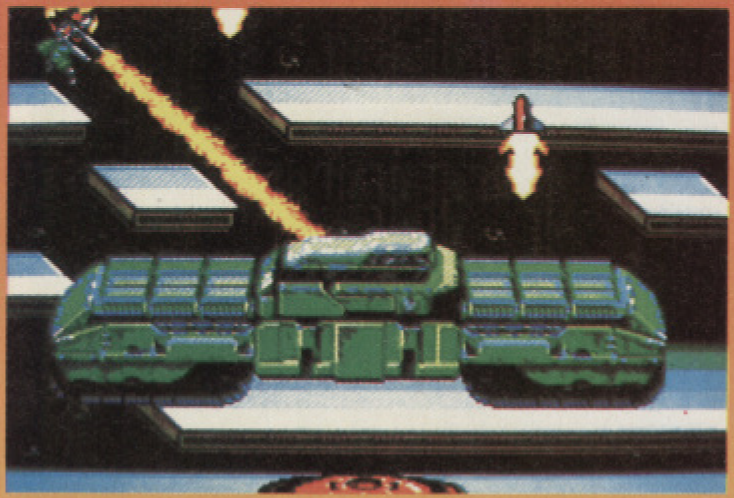
AFTERBURNER

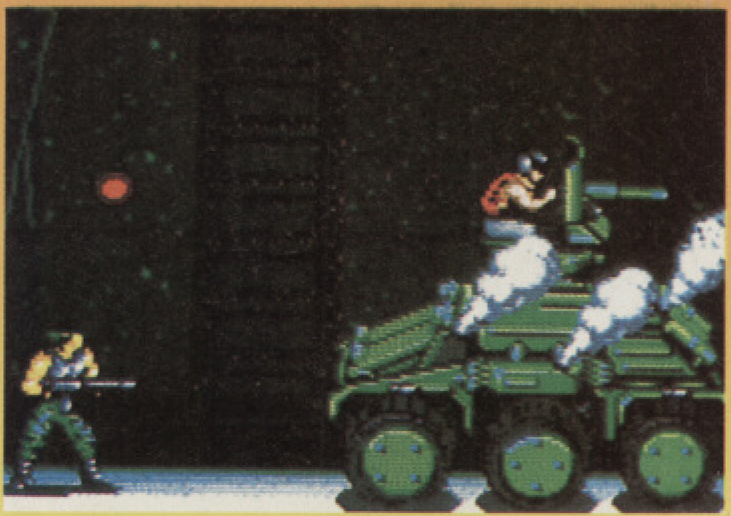
Anton Wynn of Chalford, Gloucestershire, has recently bought this flying shoot 'em up, and has already discovered a cheat for it. On the second title screen hold down A, B, and C then press start. now you can choose to start on any level from 1 to 20.

MEGADRIVE TIPS 秘技



Here's a neato cheato from Andrew Harker of Blackburn, Lancashire for this recent slaughter epic. On the title screen (when it says Midnight Resistance) hold down A, B, and C, press Start and then release the buttons. At any point in the game press Start to pause and use the A button to cycle through the levels.



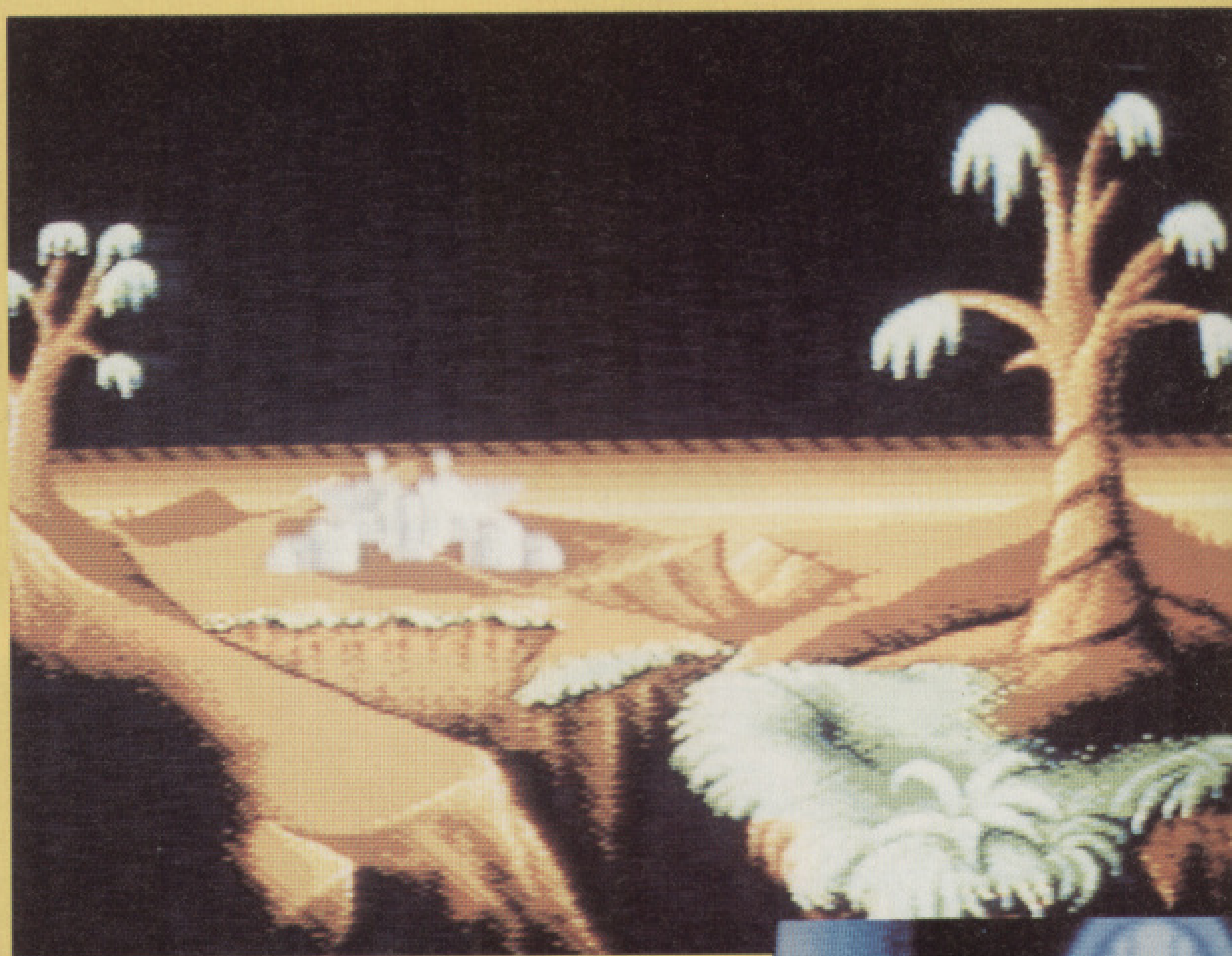




SOLAR JETMAN
HUNT FOR THE GOLDEN WARPSHIP
THE PLAYER'S GUIDE

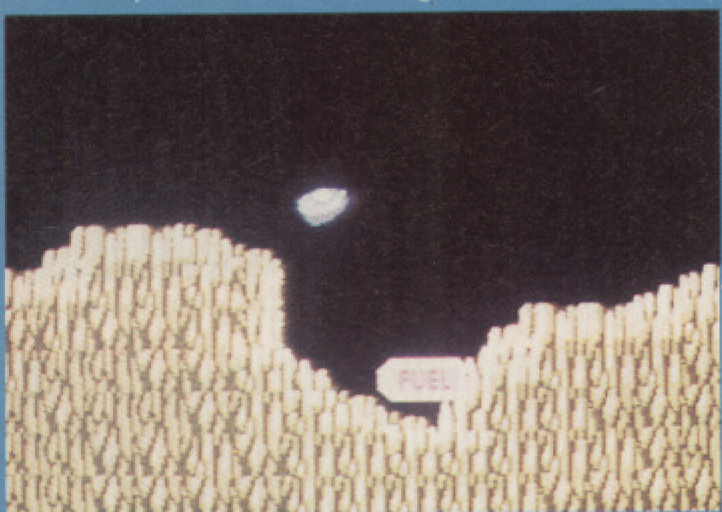
Paul Martin from the Isle of Wight is a bit of an expert at this fabby Nintendo game, and he's sent in a whole player's guide to get lesser astronauts through the tricky bits. Thanks Paul!



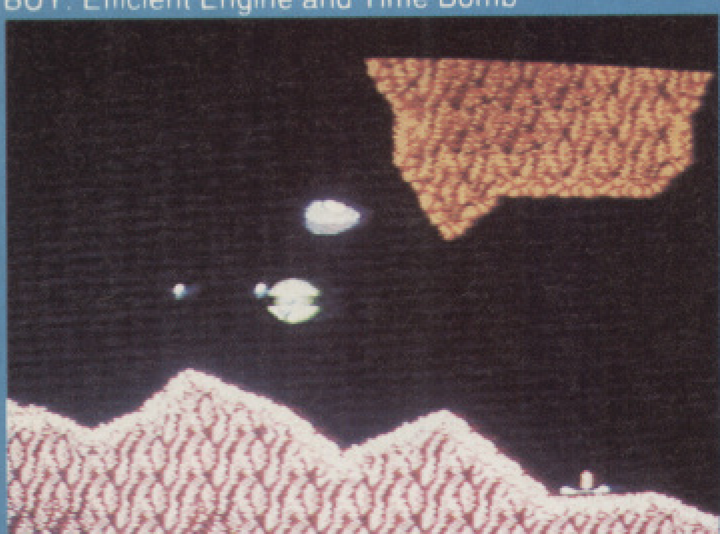


A GUIDE TO THE GALAXY

Here's a list of the passwords for all the planets, the dangers to be found thereon and what weapons you should buy before disembarking from the Mother Ship.



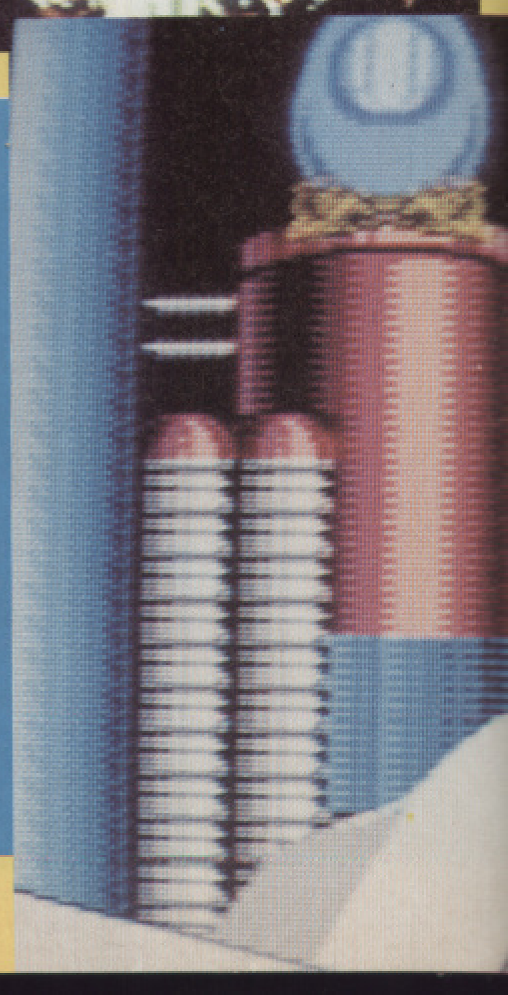
PLANET TWO
PASSWORD: HLBPHHDBKNGB
WATCH OUT FOR: Limpet Cannons and Double-Barreled Piston Pumpers.
BUY: Efficient Engine and Time Bomb



PLANET FOUR
PASSWORD: DBBNBMBBXWHB
WATCH OUT FOR: Limpet Cannons, Mega-Gravity Planets and Death Shells.
BUY: Super Shield



PLANET SIX
PASSWORD: DGDQGHBBMLHB
WATCH OUT FOR: Laser Launchers and Gun Jumpers
BUY: Time Bomb



On the following planets, you don't get the chance to buy weapons, but here are the passwords anyway.

PLANET THREE
PASSWORD: DNBXPBHBRXHB

PLANET FIVE
PASSWORD: DLDPDKKBGLHB

PLANET SEVEN
PASSWORD: DNDGPHHBRXHB

PLANET NINE
PASSWORD: DMGZNDKBGLHB

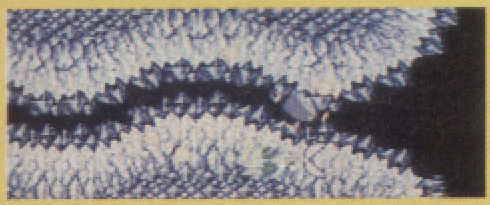
PLANET ELEVEN
PASSWORD: DQGHQBBBRQHB

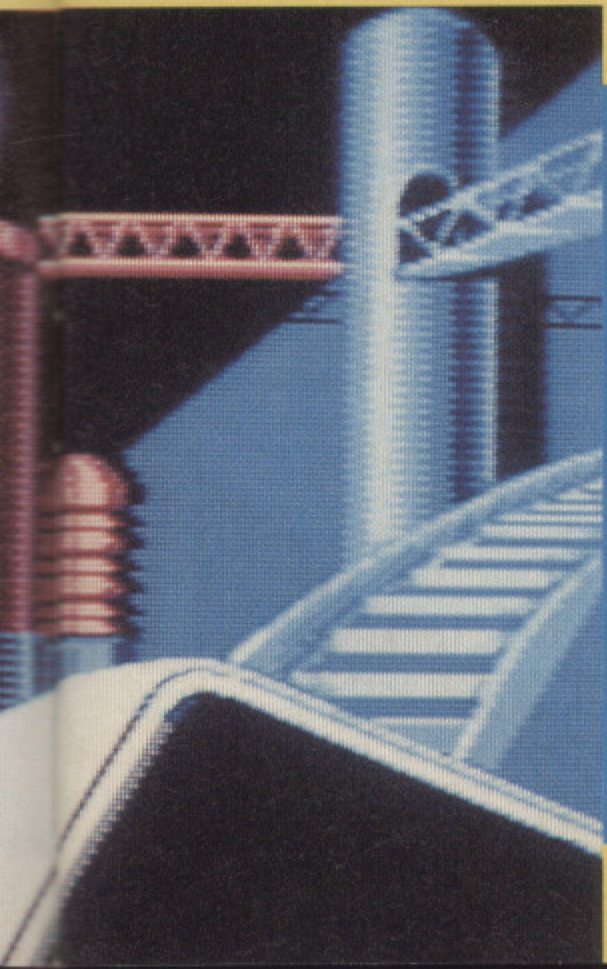
SECRET PLANET THIRTEEN!

PASSWORD: DDHVBQBBGDHB

After finding the last piece of the Golden Warpship on Planet Twelve, Jetman goes on to Planet Thirteen, in which you are actually flying the Warpship! This level is full of floating boulders which destroy your ship if they hit it. Shooting them breaks them into three smaller rocks, so the action is a bit like that arcade oldie Asteroids!

The boss at the end of the game is a massive rock with five eyes which can only be hit when they're open. That may not sound too difficult but the boss is protected by a spinning shield of indestructible rocks!

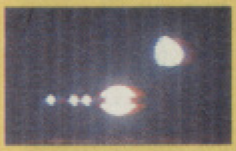




KNOW YOUR ENEMY



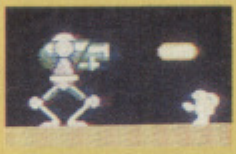
LIMPET CANNON
Stay at an angle when firing and avoid small groups of these pesky gun emplacements.



SAUCER FORCERS
Easy to kill, but mind you don't bump into their slow bullets!



DOUBLE-BARRELED PISTON PUMPERS
Don't venture within their line of fire - always destroy these from above.



GUN JUMPER
Dangerous if approached from the side. Fly over them and fire downward as you pass.



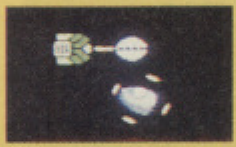
MEGA-GRAVITY PLANETS
The inherent anti-gravity of the red planetoids pushes you away, but it's hardly worth destroying these. The blue ones drag you towards them, so they *are* dangerous, but luckily they're also pretty easy to kill.





DEATH SHELL
Move into a gap above or below it then move up and shoot it's rear end.

DARTER
One hit will send this flying off.



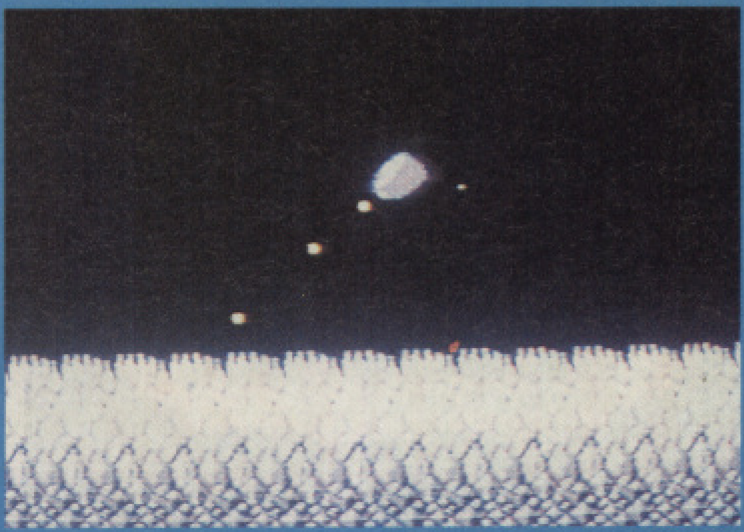
CRYSTAL SNAPPERS
Dangerous because it follows you around. Two hits send it to the great crystal mine in the sky.



LASER LAUNCHER
Another baddie that should only be attacked from above.



DESTROYER
The hardest baddie of the lot (apart from the boss at the end of the game). The best advice is just to blast it as much as you can!



PLANET EIGHT
PASSWORD: DDDRBQBBXWHB
WATCH OUT FOR: Crystal Snappers, Laser Launchers and Destroyers.
BUY: Star Bullets, Momentum Killer

BONUS BLUE HOLES

Every so often blue holes appear, and when they do it's worth zipping towards them as fast as you can, because they don't hang around for long. If you can catch it and nip inside you're given the option of either playing a bonus game or going up to a higher level.

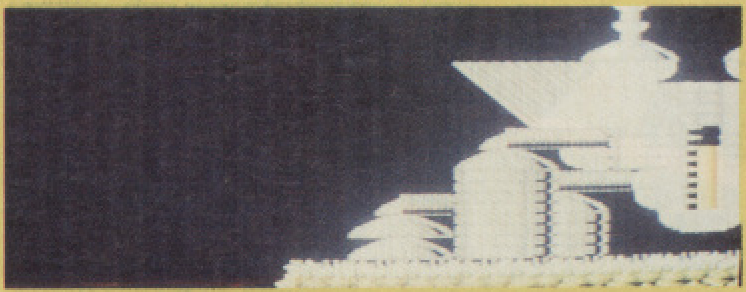
The holes appear on these planets.

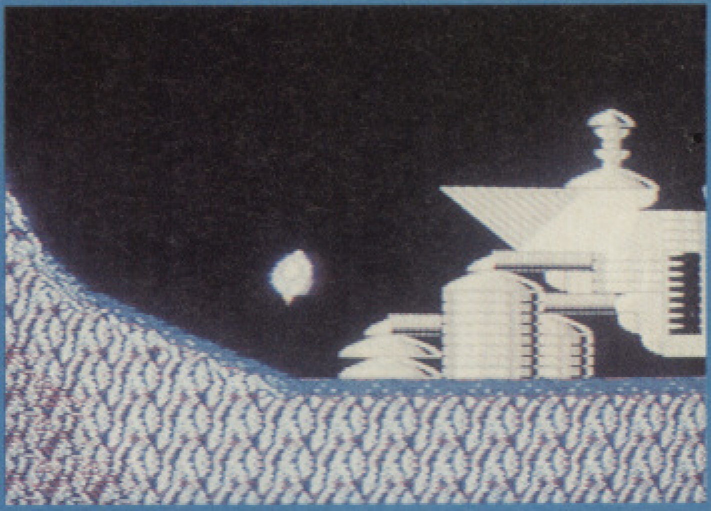
PLANET ONE: Go to the first gun then go diagonally up and left.

PLANET THREE: This one's invisible. Head for the middle of the circling robots with your shields off.

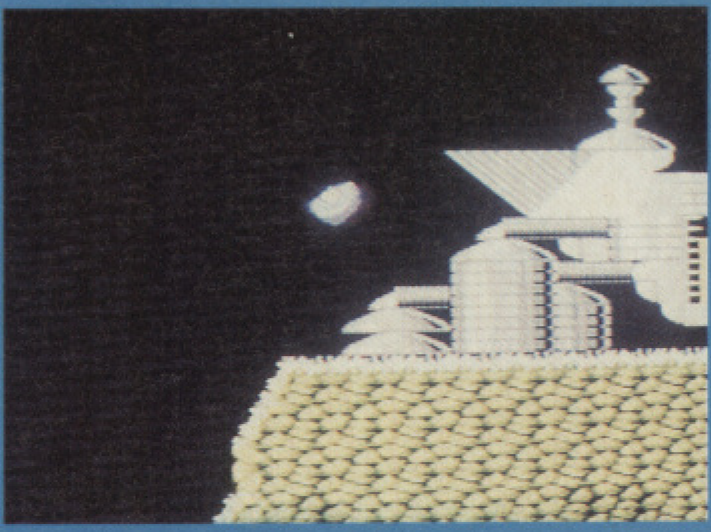
PLANET EIGHT: Go to the top of the screen and keep flying right.

PLANET NINE: As on Planet Eight, go to the top of the screen and head right. But, watch out! If you choose the bonus game be careful not to run into a mine as one touch will destroy you!

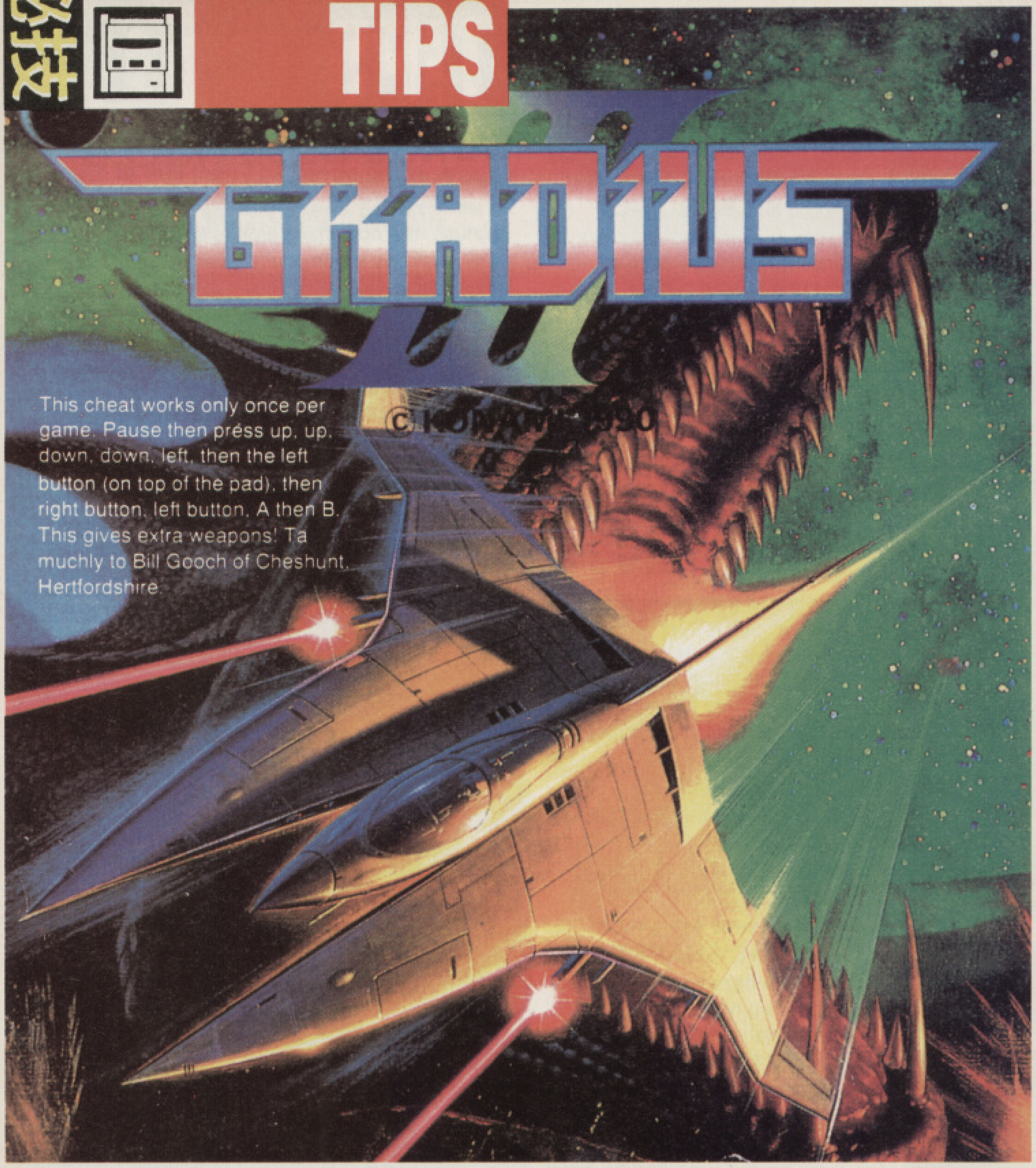




PLANET 12
PASSWORD: DGGMBDBBXWHB
WATCH OUT FOR: Darters and Laser Launchers
BUY: Smart Bomb



PLANET TEN
PASSWORD: DQBBMBBMLHB
WATCH OUT FOR: Mega-Gravity Planets and Darter.
BUY: Momentum Killer and Smart Bomb



This cheat works only once per game. Pause then press up, up, down, down, left, then the left button (on top of the pad), then right button, left button, A then B. This gives extra weapons! Ta muchly to Bill Gooch of Cheshunt, Hertfordshire.

GAMEBOY

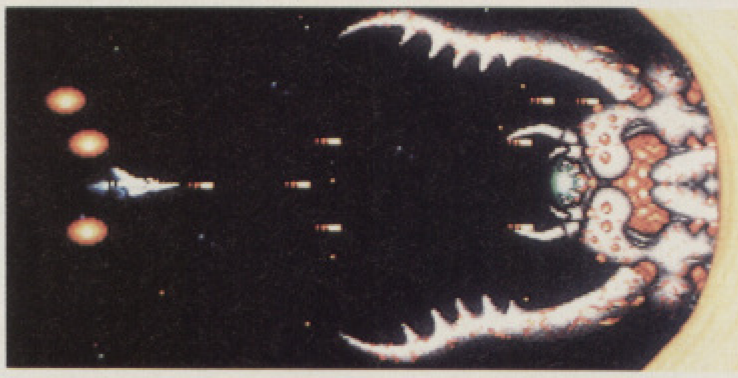
BURAI FIGHTER

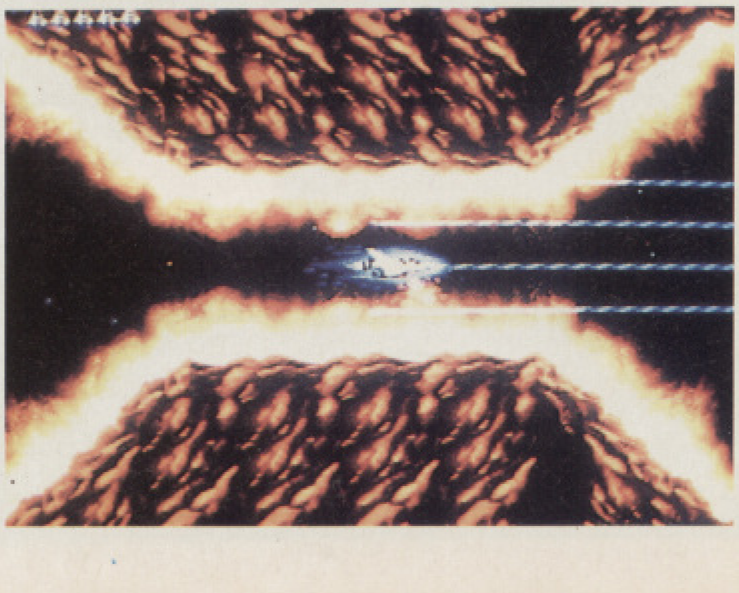
Codes for the later levels on this shoot 'em up have been sent in by Stuart Austin of Finstall, Worcs. They are:

LEVEL TWO: HGKM
LEVEL THREE: CPFG
LEVEL FOUR: JJCM
LEVEL FIVE: DKLF

NEMESIS

Paul Bush of Teddington, Middlesex has discovered the way to the bonus stage and wants to share his knowledge with the world. On level two, near to the end, you pass a square-looking robot. There are two codas; shoot the one at the top of the screen and then fly through the space at the bottom - and now you're in the bonus game!





SEGA

TRANSBOT

Simon Davies of I'm-not-sure-where has sent in a number of tips for Sega games. For this one, turn on the power base while holding down both buttons. The title screen now appears after four or five seconds along with the secret command menu. To turn the option on push the joypad in the following sequence: up once, down twice, right four times and left thrice.

OPTION ONE: Infinite lives
OPTION TWO: Infinite weapons and ammo
OPTION THREE: Infinite power
OPTION FOUR: Slow cycling on the weapons selection

To get on to the underground section of the game, select Weapon D and shoot the three alien "Hiluns" when they appear. The screen should stop scrolling and allow Transbot to enter the under-tunnel. You should now be facing the Elgramzom.

ZILLION I

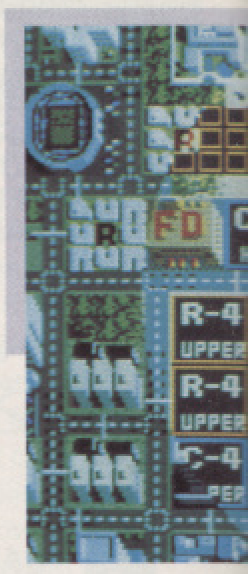
That rascal of unknown origins, Simon Davies, has provided some juicy cheats for this game. Input a MAP command into a computer and go to room D3 (DO NOT collect any "Opa-Opas" on the way). Shoot the cylinder furthest to the right on the top deck. An Opa-Opa should now appear. Collect this and your life power should now go to 720. Go half off the screen so that the lift is still visible. Go into the lift and let the yellow barrier reduce your life to 120. Quickly pull down on the joystick and return to the room in which you started. Your life force should now be 000 because you are invincible. Zowwieee!

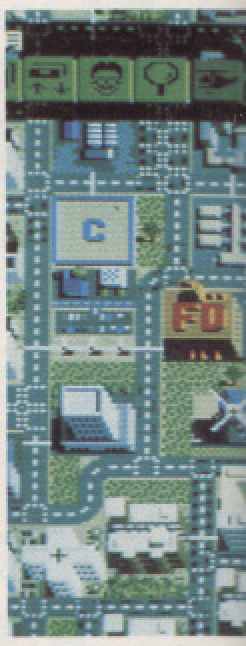
CYBORG HUNTER

Another tip from Andrew Scott of Australia! Find a power-up somewhere then enter an elevator on the same floor. Now you can get another power-up. This can be done as many times as you want.

Sim City is a classic game concept without a shadow of a doubt and the Super Famicom version is the best yet! The only problem is that the majority of the text in the game is in Japanese! So, MEAN MACHINES is proud to present a brill player's guide for the game, along with a set of cunning tips!







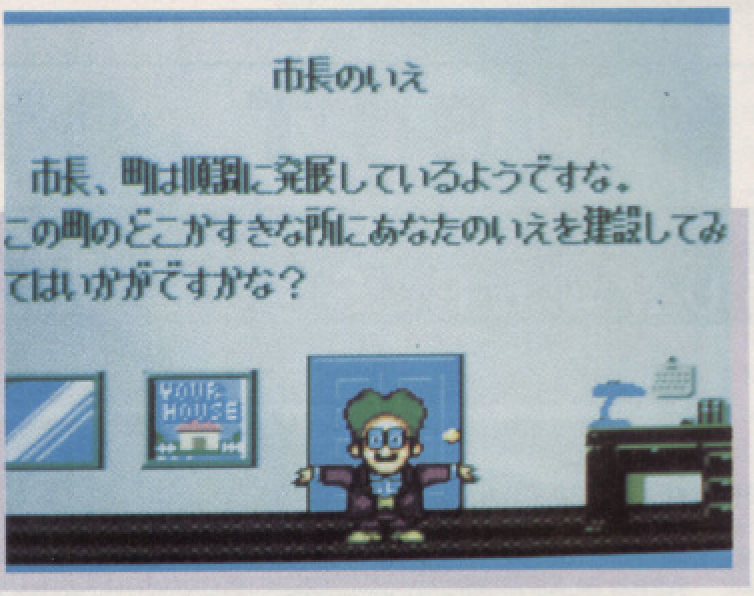
GETTING STARTED

So, you're confronted with a large open expanse of land, and you want to create a city. The first thing to do is find a place to put down a power plant. Choose a secluded area, away from where you're going to put your residential neighbourhoods (would you like to live next to a smoke-spewing power plant?). Industrial and commercial areas are your next concern; make sure the transport communications between all areas are good.



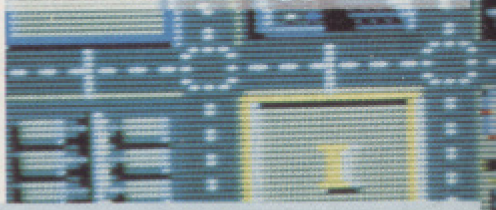
QUESTION MARKS?

The Question Mark icon at the bottom of the icon display is quite special. If it's flashing, a special building can be added to you landscape! These buildings include the likes of your house, the bank, casinos and fun fairs! Some of these buildings are purely cosmetic. Others lead the way to different screens, like the special 3D-ish view!



HEAVY TRAFFIC!

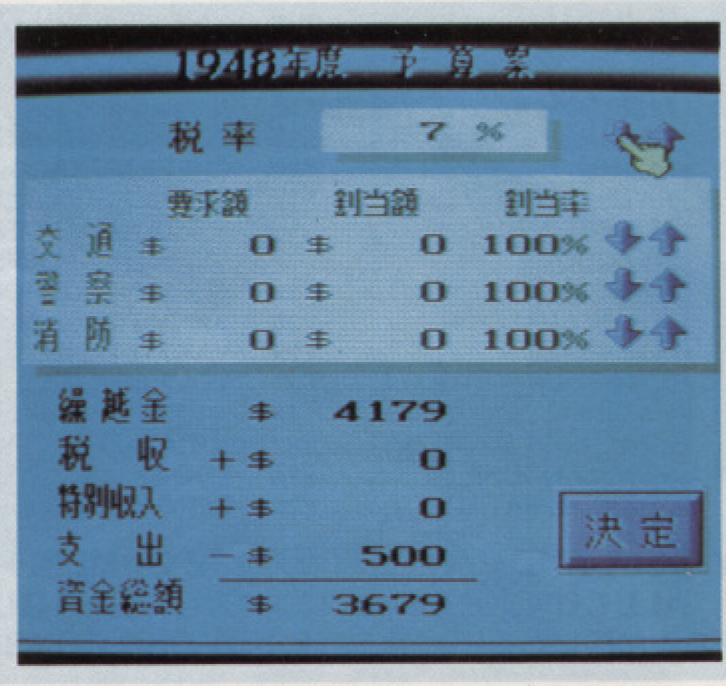
If your city is graced with an airport, a helicopter regularly patrols your city. This airborne angel reports any incidence of heavy traffic that may occur, thus enabling you to act quicker in relieving the automobile-related stress.



THE TAX SHEET

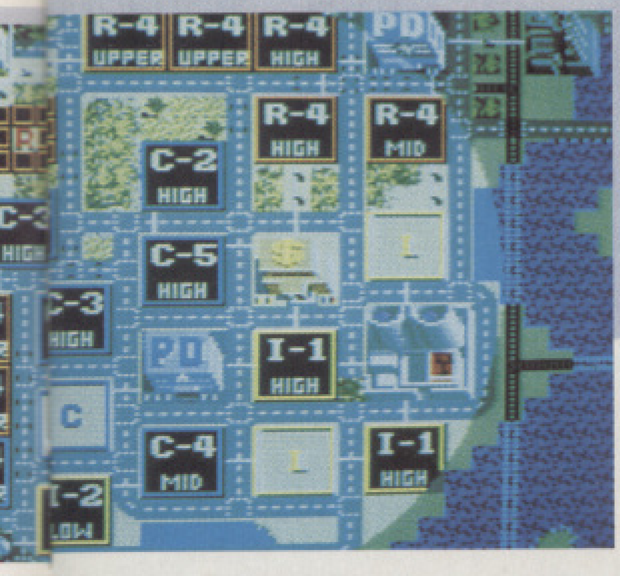
Choosing this option reveals the complex tax sheet. The figure at the top is the tax level you levy on the Sims. This can be altered to whatever you want, but remember that the Sims get pretty upset if the tax level is too high and will leave if they feel they're shelling out too much.

If you're puzzling over what the text next to the percentage symbols means, puzzle no longer. The top text reads PUBLIC SERVICES, and the figure means how much money is required to keep the service (roads, railways, etc) going. If you give 100% then they get the full amount. This can be changed if you want. Much the same applies for the next two sections, which read POLICE DEPT and FIRE DEPT. Put simply, this is the screen where your overheads are deducted - if you've got the cash that is.



THE VOICE OF THE PEOPLE

The top percentage figure show how many people think you're doing a good job on this opinions screen. The next figure is how many people think you're making a right mess of the city. The right-hand column begins with the population of your city, followed by the amount of people who've moved to your city since the last year. The last, hopefully very large, figure is how much your city is worth as a whole! Cor!

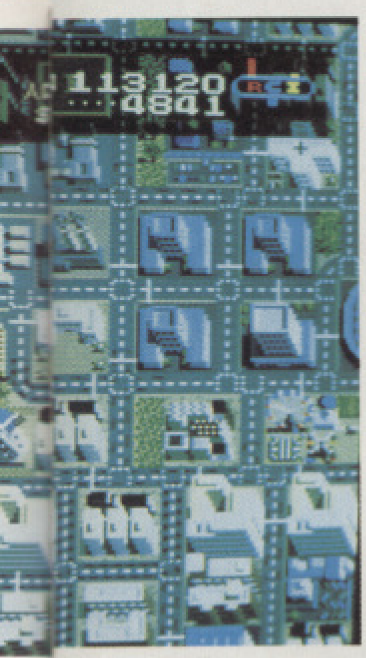


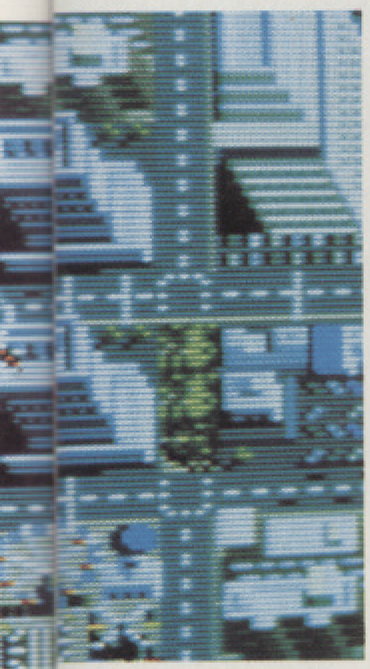
GROWING PAINS

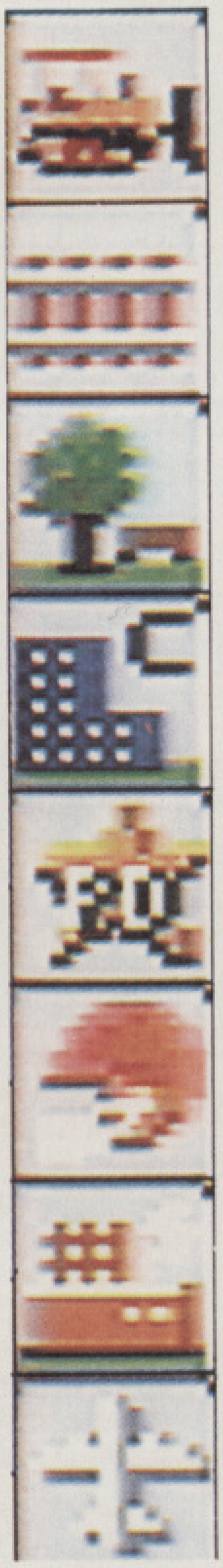
Once your city has developed into a sprawling metropolis, keeping a track of individual buildings' growth can be a tad difficult. To make this task easier, simply select the magnifying glass icon. This clearly labels all of the buildings on-screen, and shows how well developed they are.

THE CONTROL PANEL

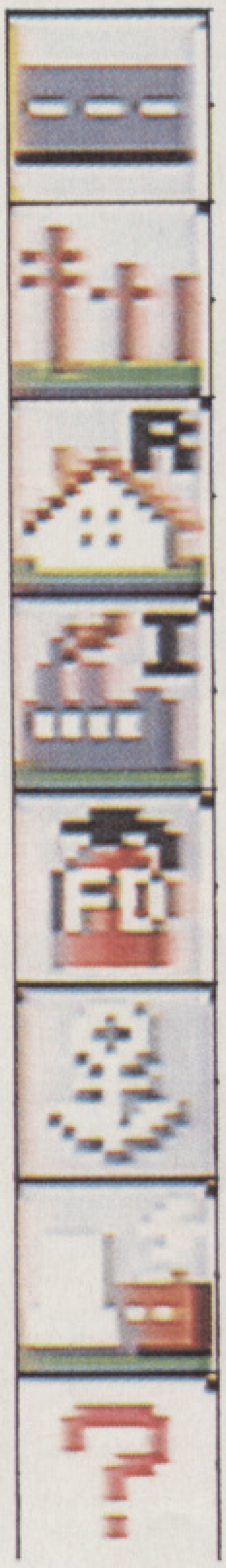
For those new to Sim City, the masses of icons must seem a tad bewildering, so check out this lovely icon guide to solve all your pointer-related blues.

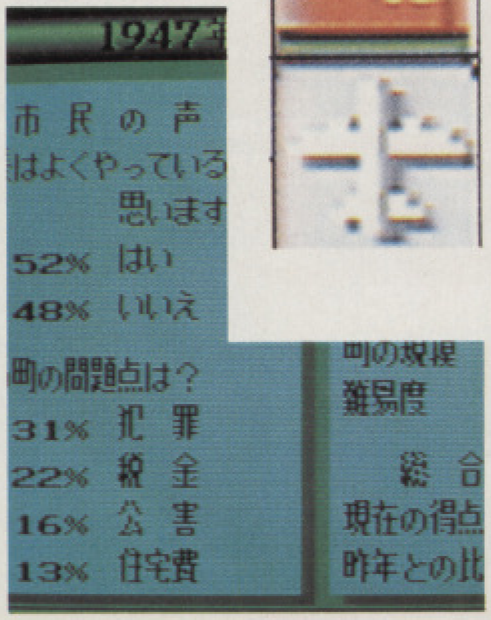






Bulldozer	1x1	$1
Road	1x1	$10
Rail	1x1	$20
Power Lines	1x1	$5
Park	1x1	$10
Residential Area	3x3	$100
Commercial Area	3x3	$100
Industrial Area	3x3	$100
Police Dept	3x3	$500
Fire Dept	3x3	$500
Stadium	4x4	$3000
Seaport	4x4	$5000
Coal Power Plant	4x4	$3000
Nuclear Power Plant	4x4	$5000
Airport	6x6	$10000
Special	3x3	$100





LOAD 'N' SAVE

Two saved positions can be stored on your Super Famicom cart. These are identified by the year and the status of your city (1944 METROPOLIS, for example). Be careful not to save over one of your cities!

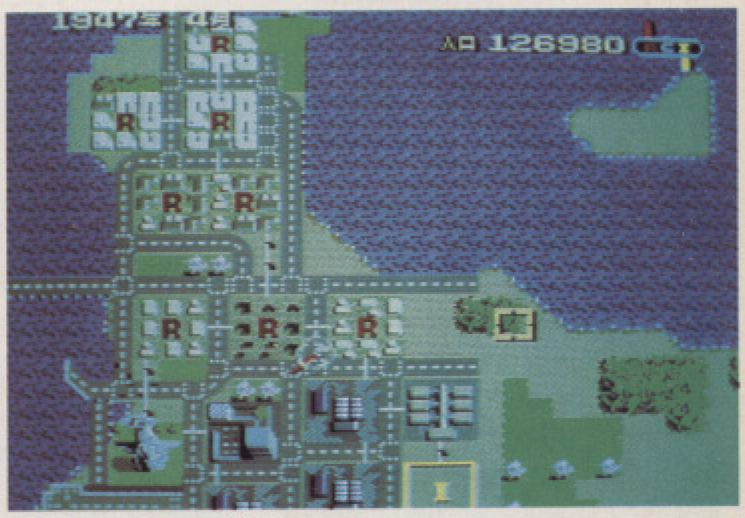
RESIDENTIAL RULES

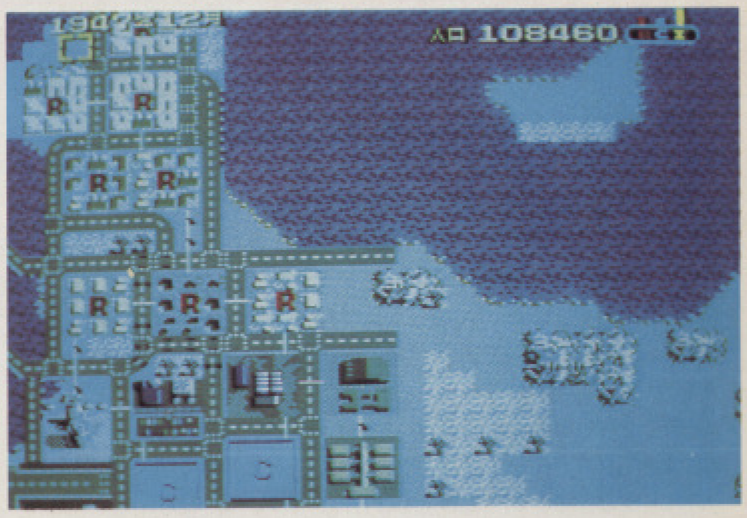
The beaches are very important in Sim City. Place residential areas along the coastline and you can expect the area to grow incredibly quickly, and it'll be worth a bomb too! A warning though, don't bulldoze the beach - or your properties lose all their value! Also, make sure there's only one road or rail in or out of a residential area - the noise pollution from trains and cars brings the property value down.



SEASONS TO BE CHEERFUL: PART THREE

All four seasons are faithfully replicated in Sim City, and each has an effect on your city. The spring and summer usually bring your little Sims scurrying into your establishment, whilst the autumn and winter months see the Sims leave for sunnier climes.





TIPS HELP

USER FRIENDLY

Jazza's off living it up in the USA at the moment, so "gamely" standing in for him on the Tips Helpline is Paul Glancey, who, he says, is the next best thing.

Anyway, if you're stuck in a dungeon, or a boss is getting the better of you, send in your problem to us here at the Helpline, and we'll try to use our vast console-gaming experience to help you out. Send your query to TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Please make sure it states TIPS HELPLINE very clearly on the envelope or the post-sorting minion gets all confused and has to lie down in a darkened room. Ta!

Oh, and by the way, when you write in, don't forget to say exactly what the game is (you'd be surprised how many don't) and the machine it's on. Also, try to be specific about where you're having trouble. Don't just say, "I'm stuck in Teenage Mutant Hero Turtles, please help" or we won't be able to answer.

Finally, can we just make it completely clear that we NEVER, EVER give personal replies, even if you do send a stamped, addressed envelope. Sorry, but if we answered every letter we got we would never have time to write the mag. And then we'd all be sorry (especially Oz who's a sensitive soul).

TEENAGE TURTLE TRAPPED!

Dear Jaz,
Hi there. I am stuck on level three of Teenage Mutant Hero Turtles for the Nintendo. Where is it?
Mr Jan de Brauw, Barford St Martin.

PAZ: If you mean, "where is level three?", you can't have disarmed all the bombs in the lake on level two. As soon as the eighth bomb has been defused, you go straight to level three. Easy, see?

FINAL RIP-OFF

Dear Jaz,
I read in another mag that there is a two-player mode hidden in Super Famicom Final Fight. It says you should go to the options screen and select tune 99, but try as I might, I can't get the tip to work. Any ideas?
Darren Weston, Cambridge

PAZ: We've had quite a few calls about this "tip" and I'm telling you now - IT DOESN'T WORK! There is no way you can select tune 99 on the sound test, because there aren't enough tunes in the game! Besides, if the programmers had put a two player option in the game, why would they want to hide it?

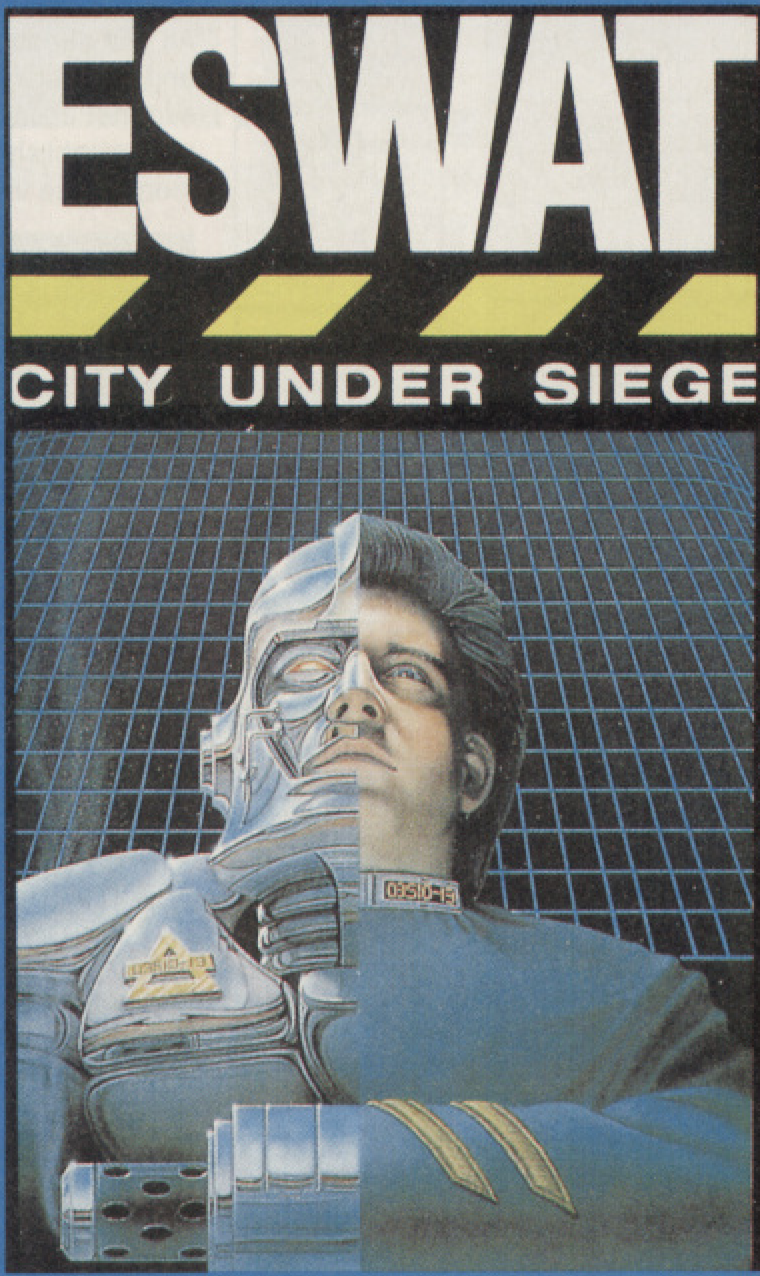
CRUSHED BY CASTLEVANIA

Dear Jaz,
I'm stuck on the third level of Castlevania on the Game Boy. My problem is when I have stopped the first ceiling from caving in on me, the second ceiling starts to come in, but I don't know how I can stop it or avoid it. Can you help me please?
Narvir Sidhu, Derbyshire

PAZ: If I understand you correctly, all you need to do is walk under the dent in the roof, duck, then when you've got room to stand up, run right and whip the screw four times to stop that part coming down again.

LINK GETS HAMMERED

Dear Jaz,
Is there a hammer or raft on level one or two of Adventure of Link. If so, where?



IMPRISONED E-SWATTER!

Dear Jaz,
I can't work out how to get out of the prison on level two of Megadrive E-SWAT. Could you please explain as it's driving me crazy.
David Gooderham, Sible Hedingham

PAZ: DRIVING you crazy? You must be crazy not to have worked it out for yourself. Actually, I'm a fine one to talk because it had me a little confused the first time I played it. Go through the two IN signs on the ground floor, then when you've completed those you have to go back to the starting point, where a lift will be waiting (that's the bit that got me confused). Take the lift up to the top right of the prison and go through the IN sign, then work your way back down, falling through the gaps in the platforms. When you see the GO arrow which leads to the two bosses, make sure you jump the gap or you'll have to start again from the beginning.



LINE

Richard Waudby, Beverly.

PAZ: I don't know what you mean by levels one and two, but perhaps this will make it clearer. To get the hammer you'll need to cross the bridge at the water town of Saria, and to do that, you'll need the letter from Bagu (he lives in the forest nearby somewhere). Once across the bridge, head south until you're in the maze of clearings. Get through this (keep going right, whenever you have the option) and you should be east of a clearing with a cave in its centre. The hammer is in there. Before you can find the raft, you need to complete the palace in the swamp and head for the King's Tomb at the centre of the graveyard. From there, walk south until you fall into a warp which takes you to the island palace, the location of the raft.

BURNING THE BOSS

Dear Jaz,

I have bought Hellfire on the Megadrive and I think it's very good. I've reached stage six, and I want to know if it's the last in the game. Also, I've got past the last four green ships and got onto a demon that looks like a cross between a motorbike and a spaceship. How the hell are you supposed to kill it? I've cleared most shoot 'em ups, but this one has me stumped.

Paul Harris, Leicester

PAZ: I had to enlist Gary's help on this one. It seems there are two ways to beat this guy. Either wait till he lowers his shield, dodge over the bullets he fires from his lance and use your diagonal lasers to shoot over the shield. If you're feeling really brave, you can fly directly over him and use vertical lasers on him. This means you don't have to worry about the shots from the lance, but watch out for the missiles that launch from the back of the ship.

MEAN MACHINES MEGAPLAYERS

Here's where you ace gamesplayers can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped addressed envelope! It's nice enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

MEGADRIVE MEGAPLAYERS

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxtol Road, Erith, Kent, DA8 1NL. He's an expert on Ghouls 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghouls 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Ilkeston Road, Stapleford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penistone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 OPE.

"I'm a mega, mega, mega cool dude" reckons Danny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadow Dancer, DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Strider. Interested? Then write to him at 20 Meath Close, St Mary Cray, Orpington, Kent, BRS 2HF.

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghouls 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Ellox, Gwelter Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghouls 'n' Ghosts, Golden Axe, Insector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zany Golf. He's Greg Martin of 8 Duchray Drive, Ralston, Paisley, Scotland, PA1 3BW.

SEGA MEGAPLAYERS

The games that T Abdo of 37 Blackwood Rd, Streetly, W Mids, B74 3PL is offering help on are Fantasy Zone I and III, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, St Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HQ, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

If Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase Hq, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 D9

A pair of Megaplayers willing to help out on Sega games are Nigel Wykes and Steven Fewell who live at 84 Salisbury Road, Gravesend, Kent, DA11 7DE. They're experts at RC Grand Prix, Vigilante, Dynamite Dux, Shinobi, Golden Axe, Double Dragon, Rastan, California Games, Enduro Racer, Chase HQ, Pro Wrestling, Kung-Fu Kid, Psycho Fox, Wonderboy III and Altered Beast.

Carl Busby is a pretty good player. His specialised games are: Alex Kidd and the Lost Stars, Altered Beast, Spy Vs Spy, Basketball Nightmare, Psycho Fox, Pro Wrestling and Wonderboy III. If you need any help on those games, write to him at 293 Western Avenue, Acton, London, W3 OPP.

If you're stuck on Y's, Spellcaster, Phantasy Star, Ghostbusters, Rambo III, Rampage, Alex Kidd in High-Tech World, Wonderboy I, II and III, Golvellius, Shinobi, Psycho Fox, Kung-Fu or RC Grand Prix, why not write to Mark Betts, Cobblers, Chapel Road, Lower Southrepps, Norwich, Norfolk, NR1 18W?

A Sega Master System Megaplayer who knows a wealth of games is Robert Williams of 42 Kenneth Road, Chadwell Heath, Romford, Essex, RM6 6LL. He knows Psycho Fox, Golden Axe, Rastan, R-Type, Wonderboy III, World Soccer, Shinobi, Thunderblade, Alex Kidd and the Lost Stars, Dynamite Dux, Aztec Adventure, Outrun and California Games. If you're stuck on any of those games, why not write to him?

Any one who needs help on Basketball Nightmare, California Games, Golden Axe, Rastan, Shinobi, Vigilante, World Soccer, Super Tennis or Rescue Mission can write off to Paul Hanson, 37 Penhurst Road, Ipswich, Suffolk, IP3 8QY.

Calvin Holbrook of 3 Wilton Road, Shanklin, Isle of Wight, POS7 7DA is a Sega Megaplayer, and is offering advice to anyone who writes to him. He knows Wonderboy I, II and III, Alex Kidd in Miracle World, Ghost House, Phantasy Star and Alex Kidd in High-Tech World.

If you're having hassle with any of these Sega titles: Afterburner, Outrun, Choplifter, Double Dragon, Captain Silver, Wonderboy II, Enduro Racer, Vigilante, Rampage, California Games, Miracle Warriors, Scramble Spirits, My Hero, Fantasy Zone, Alex Kidd in Shinobi World or Global Defence, write to Hassan Sasid-Ude, 8 Caburn Road, Hove, East Sussex, BN3 6EF.

Another Megaplayer volunteer is James Smith, 2B Balcarres Road, Musselburgh, East Lothian, Scotland. He's a whizz on the following Sega games: Choplifter, Afterburner, Alex Kidd in High-Tech World, Rambo III, Double Dragon, Wonderboy, Bomber Raid and Kung-Fu Kidd.

NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlatts Hill, Rowatts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Paul Brown of 97 Windmill Hill, Enfield, Middx, EN2 7AJ is offering super tricks and tips to anyone who writes to him concerning Bionic Commando, Blades of Steel, Bubble Bobble, Castlevania II, Simon's Quest, Double Dragon, Lee Trevino's Fighting Golf, Legend of Zelda, Megaman, Megaman II, Metal Gear, RC Pro Am, Super Mario Bros, Super Mario Bros II, Teenage Mutant Ninja Turtles, Tetris, Tiger Heli and Zelda II.

Stuck on Legend of Zelda, Tiger Heli, Ninja Turtles, Airwolf, RC Pro AM, Cobra Triangle, Batman or Ghost 'n' Goblins? Write to Jamie Hutchinson at 57 Lord Avenue, Clayhall, Redbridge, Essex, IG5 0HN.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?

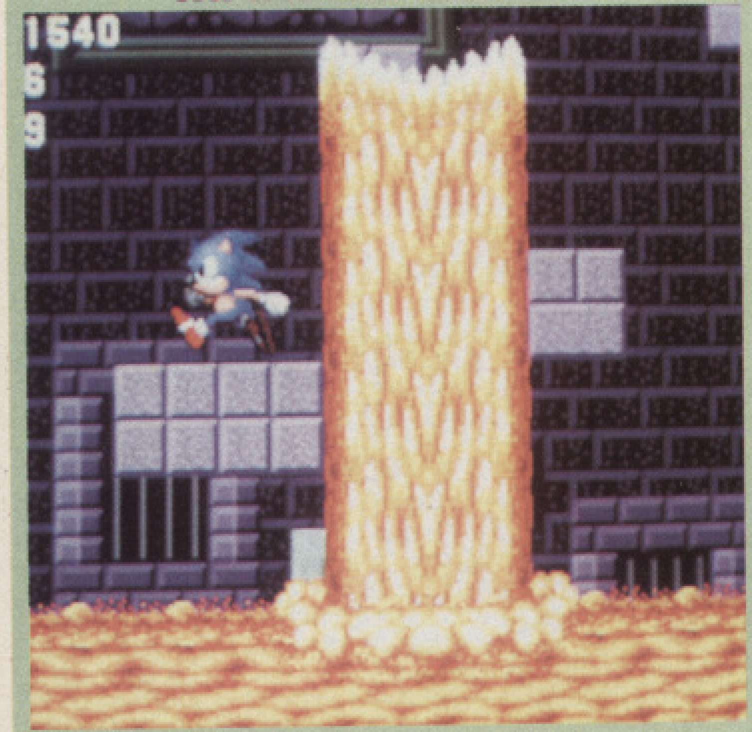
Eggman alert! In a deal that shocked environmentalists everywhere, vile Dr Eggman has bought up a load of land just just so he can capture its small furry inhabitants, brainwash them and put them inside his rocket-powered Cyberfauna suits. With his army of armoured animals, Eggman plans to terrorise the people of the world until they relent and promise to pay him lots of money.

Sonic, being a speedy blighter, is the hedgehog that got away. Now, of course, he's resolved to free his forest buddies by doing over Eggman and he has to leg it through six hazardous zones, each made up of three scrolling areas.

The landscape is packed with platform-type puzzles and terrifying terrain! Not only that - Eggman has despatched his robot-like forces to destroy Sonic before he can catch up with him! Luckily, Sonic is a powerhouse of athletic ability, and he can protect himself by curling into a ball and somersaulting into any enemies, skewering them on his spines!

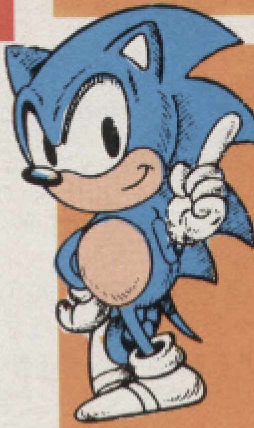
To protect him still further, Sonic has to collect the power rings which are scattered throughout the landscape. If he bumps into an enemy the rings will protect him, but the collision makes him drop all those he was carrying. If Sonic stays out of trouble, every ring he gets to the end of the level earns him 100 points, and if he has over 50, he is instantly warped to the weirdo bonus game!

MARBLE ZONE



Sonic moves into a marble domain in the second world, but soon has to go underground. The route to the end of each area is through subterranean mazes which are full of cascading streams of lava and spiked plungers! Watch out for secret rooms!

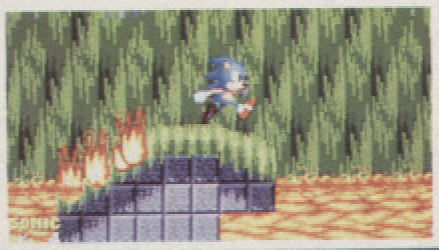
COMMENT



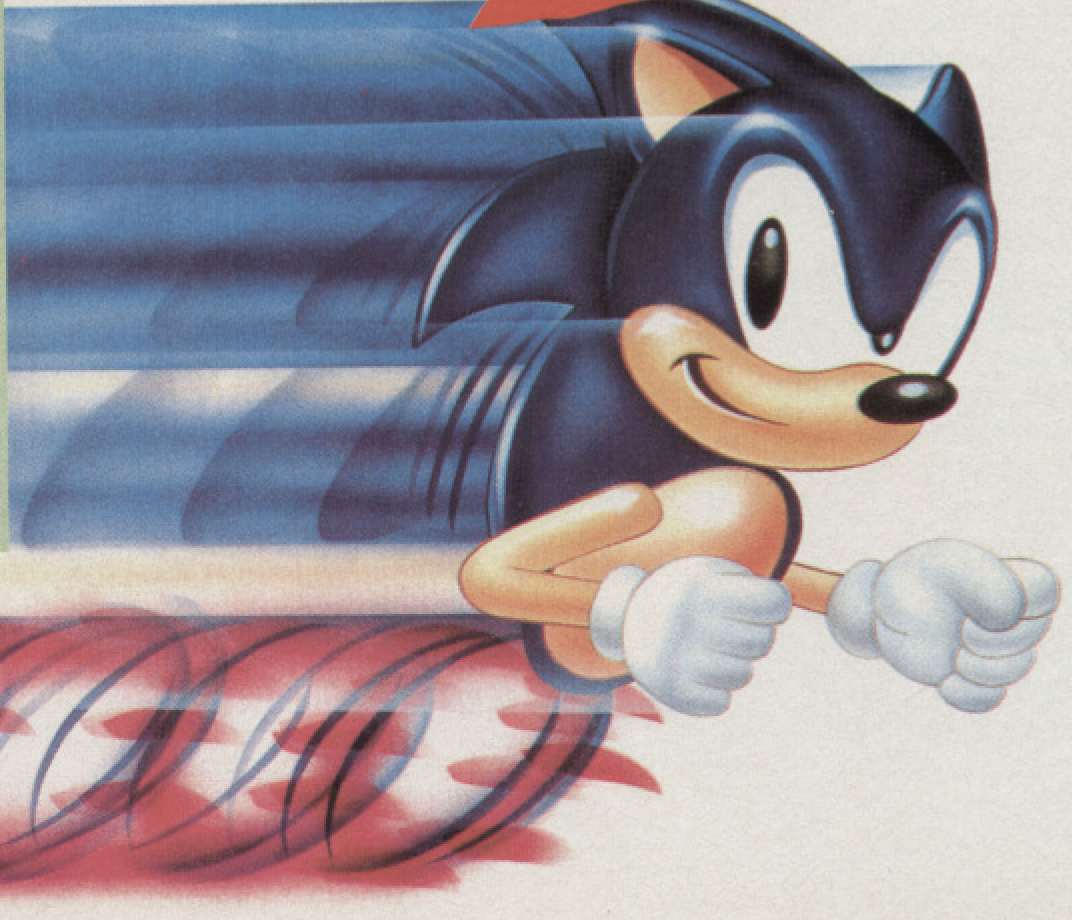
PAUL

Yep, it's true - Sonic is really great! I can't think of a Megadrive game with more spectacular graphics - even Mickey Mouse wasn't as visually exciting as this - and everything is just so fast and smooth it's just astonishing! The design of the levels and the obstacles is ingenious (the Labyrinth Zone is a blast!), and I love the fact that you can really explore the levels for different routes and secret rooms, rather than simply having to get from left to right. The instant-loss-of-all-rings factor tended to be a little frustrating, but it certainly didn't prevent me coming back to this game again and again. The wait has been worth it Megadrive fans - this is a game you MUST get!



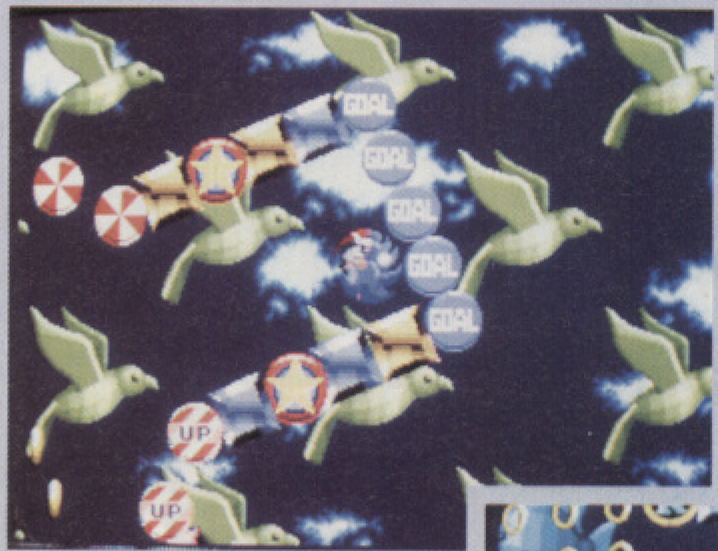






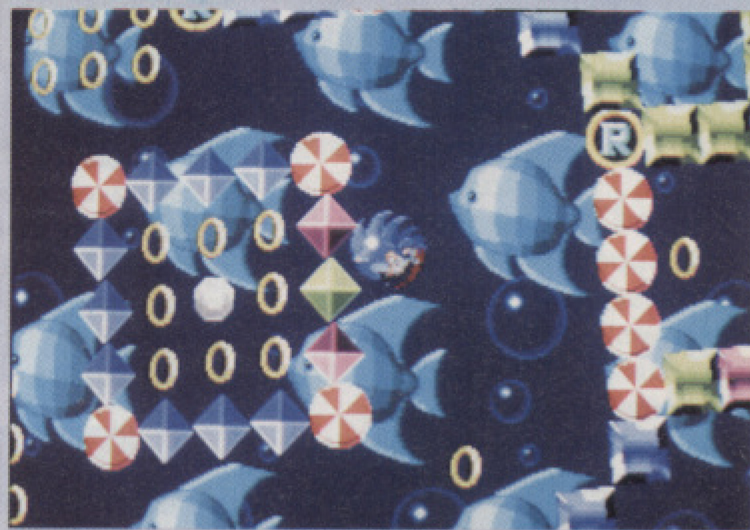


SPECIAL STAGE SPINNING



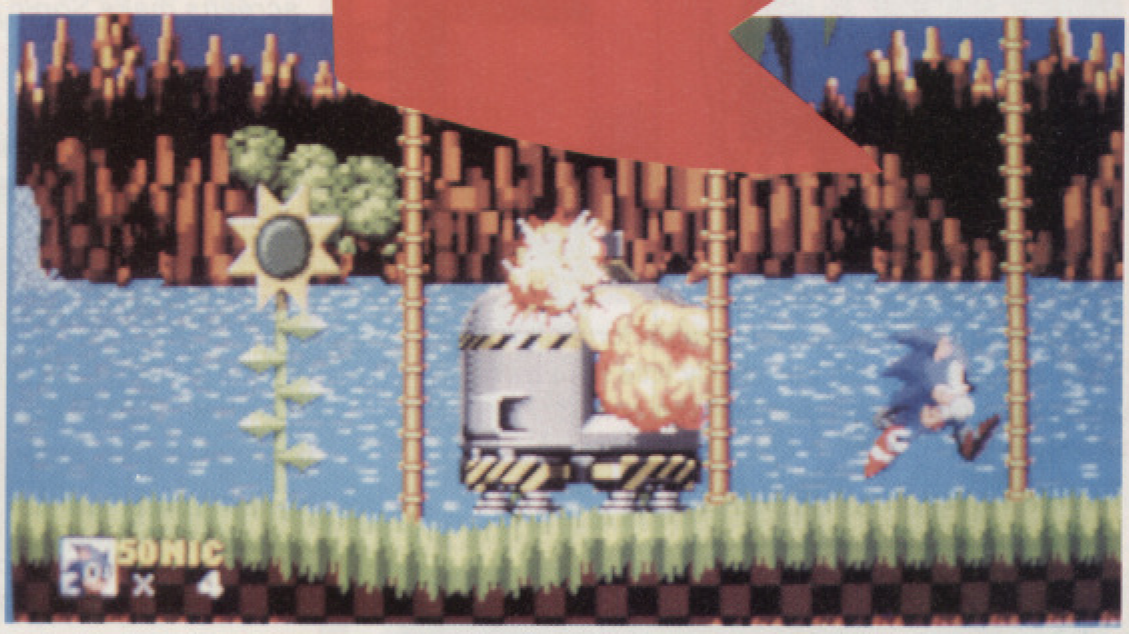
If Sonic collects over 50 rings when he hits the end of a level, a massive ring appears. Travelling through this ring warps Sonic to a strange revolving maze, where bonus rings and mysterious Chaos Emeralds are hidden. What these emeralds actually do isn't revealed until later on into the game, but if he collects enough points during this special stage, Sonic is rewarded with a continue for his efforts! Hurrah!





▼ *Wahey! Sonic beats Egghead and releases his cuddly captives!*

MEGA GAME



BOXES O' TRICKS

Located on every level are boxes which Sonic can bust open to reveal some rather useful icons.



SONIC BOXES: A handy extra life These are another bonus usually hidden in those secret places.



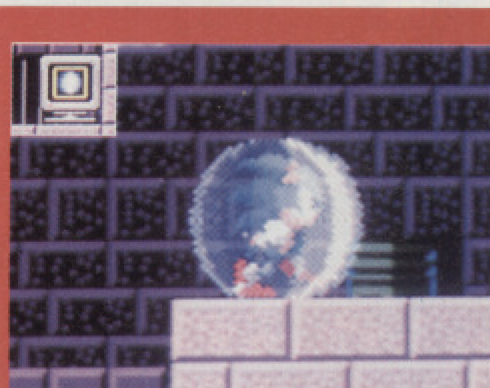
MAGIC SHOES: Make Sonic even faster than he already is! These only last a short while, but they can be the key to reaching otherwise unattainable parts of a level.



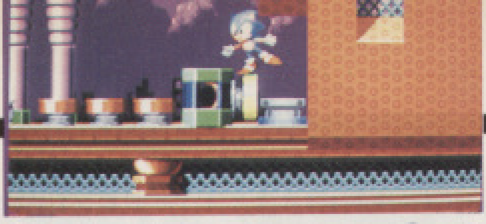
RINGS: Awards Sonic ten rings. Usually to be found in secret rooms or other areas he wouldn't normally pass through.



SPARKLES: Makes Sonic invulnerable for a short period. Very handy for getting past those large, dangerous obstacles.



SHIELD: Protects Sonic from a single hit - after that, only his rings can protect him!



▲ *That spring can propel Sonic to the end of the level.*



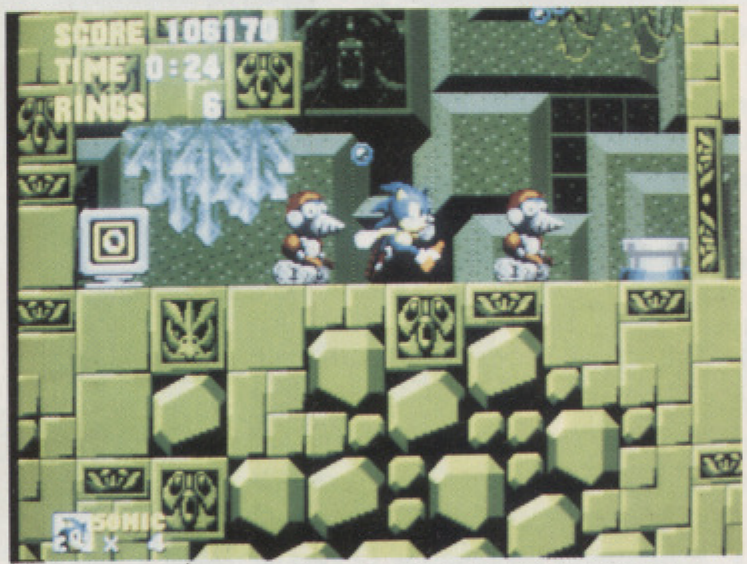
COMMENT



RICH

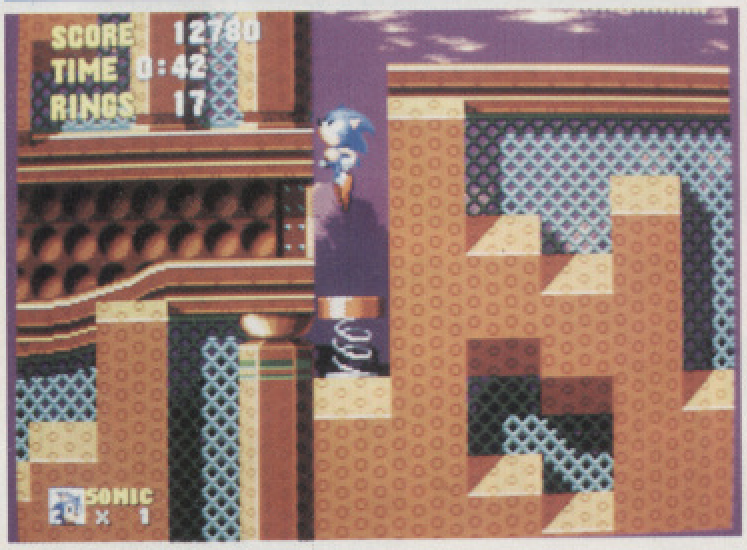
After about fifteen zillion millenia of waiting, Sonic's finally here, and it's almost as fabby as Sega would have us believe! The graphics are truly tremendous, with superlative backdrops and super sprites. I cannot stress too much the graphical excellence of this game - it is definitely the best looking Megadrive game yet seen, even more attractive than the Super Famicom's Mario 4! The speed of the game is incredible and when Sonic gets the supa-speed trainers, boy, does he shift! Playability-wise, Sonic's great, although I found that the gameplay does get a little frustrating after a while, especially as there's a few almost impossbile situations the hapless hedgehog can find himself in. I'm bound to get billions of 'phone calls asking if it's better than Mario 4, and whilst Sonic's a brill game, it just doesn't have the depth to match Nintendo's masterpiece. Still, I must admit that Sonic is one of the best Megadrive games I've ever played! Buy, buy, buy!

LABYRINTH ZONE



Sonic travels over and underwater in this domain populated by mechanical fish and drill-nosed monkeys. Unfortunately, he can only hold his breath for a certain length of time so he has to look out for the air bubbles which leak out from cracks in the ground - they're Sonic's only lifeline!

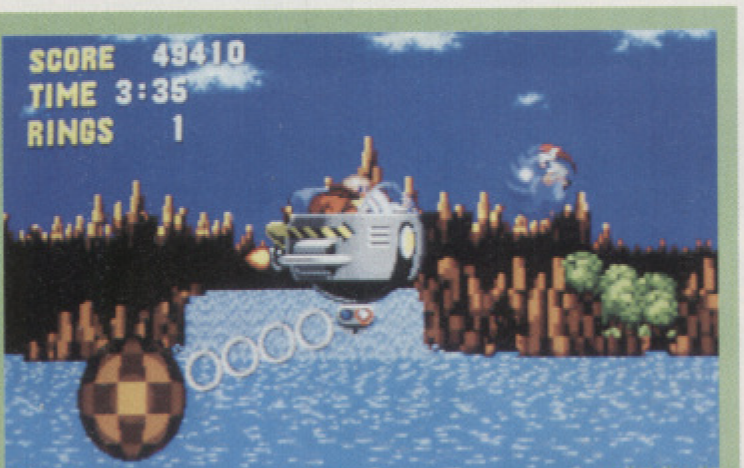
SPRINGYARD ZONE



The landscape becomes a macabre form of pinball table in this level, with our prickly little hero being spanged around in all directions on contact with the star-spangled platforms and springboards. Push against the walls whenever you get the chance because secret ring stashes are everywhere!

END-OF-LEVEL EGGHEAD

At the end of each zone, Sonic is confronted by Egghead himself who is intent on sealing the spiny speedster's doom. Egghead floats about the screen in his Eggship, which is armed with a different weapon each time. In the first zone he is armed with a mighty ball and chain, and later on he has a fire-spewing death cannon and a deadly spike to butcher the heroic hedgehog!





BY: SEGA
PRICE: £39.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: VARIES
SKILL LEVELS: 1
RESPONSIVENESS: SUPERSONIC!

1 PLAYERS

PRESENTATION 87%

Super-smooth control method and nice screens make Sonic a well-presented game.

GRAPHICS 96%

A range of sprites and backdrops that haven't been matched on any other Megadrive game.

SOUND 83%

Vaguely appealing tunes coupled with excellent effects.

PLAYABILITY 91%

Super addictive platform action that's addictive from the outset!

LASTABILITY 90%

Far larger than Mickey Mouse, with plenty of secret rooms to find and loads of levels to conquer.

OVERALL 92%

The best platform game on the Megadrive! Go for it!

STAR CONTROL

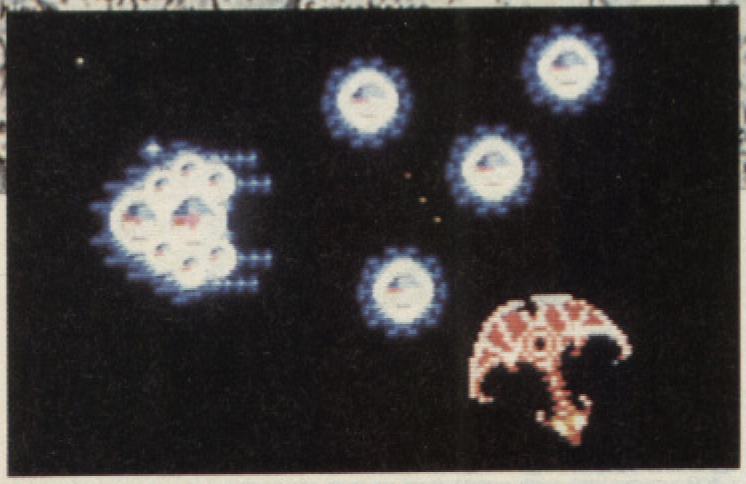
Aaaiiee! The evil Hierarchy is attacking everything the good Alliance holds dear! There's only one thing for it: send out all the Alliance ships for a grand battle to the death!

Star Control is a space combat game played head-to-head against either a human or computer opponent with four selectable intelligence settings.

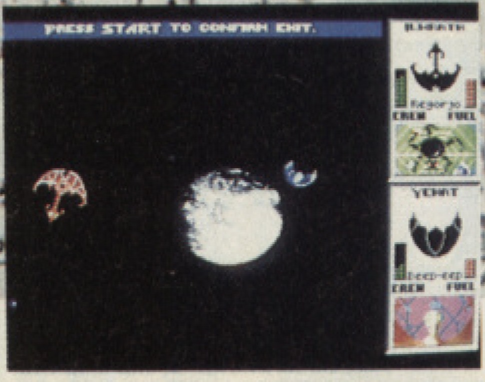
The basic game is based around a series of dogfights. Each fleet has eight completely different ships, and both players simply choose one ship to take into combat. The battle takes place over a single screen. When the combatants are far apart, the game automatically switches to a distant view, with small spaceships. As the players move closer, the game zooms in and the ships get bigger - close up combat is displayed very large, so you can see just exactly how much damage your weapons are doing!

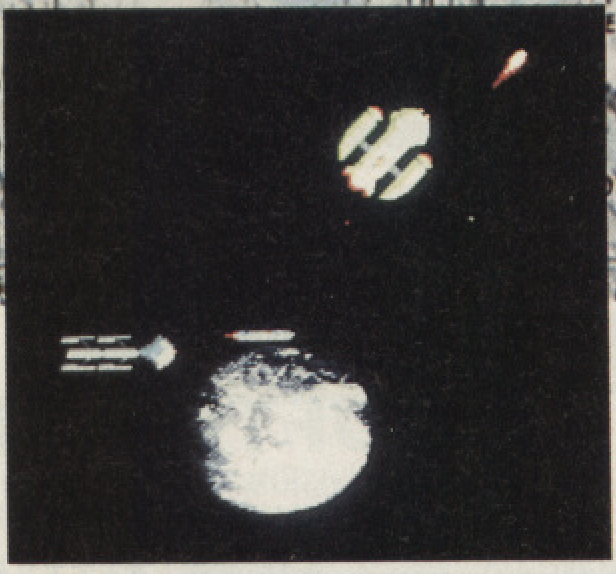
The object of the exercise is simply to destroy your opponent by killing off his crew. Each hit sustained bumps off one of his men, and his crew bar diminishes accordingly - a completely depleted bar results in the ship exploding in spectacular fashion.

When a bout is over, the loser chooses a new ship to battle the victor with, and the overall winner of the contest is the first person to destroy all the ships in the opponent's fleet.



▲ The Avenger's cloak will save it!







PROFILE ALLIANCE



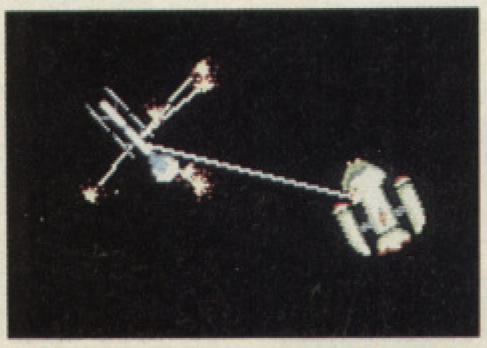
YEHAT TERMINATOR

This very quick ship has a fast-shot cannon, and also has a force shield which stops virtually anything.



KNOW YOUR ENEMY

There are 14 ships featured in Star Control. Dotted around the review you'll find profiles of seven of the most deadly ships. All of the ships in the game have a different main attack weapon, along with a custom device. Pressing the B button fires the main weapons, and these range from rapid-fire lasers to cruise missile launchers! The custom device for each ship is fired up with the C button. Some ships have extra weapons (missiles and the like), whilst others have more interesting units like cloaking devices, shields and warp-units!



PROFILE HIERARCHY



ILWRATH AVENGER

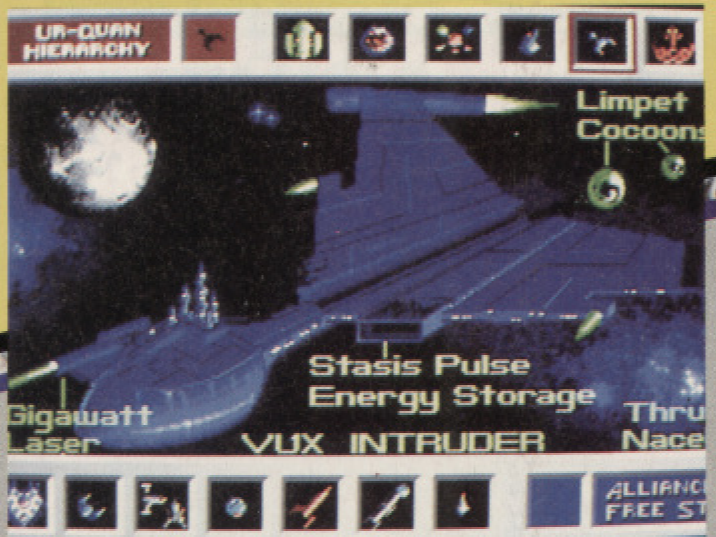
This ship's flame-throwers are excellent in close-quarter combat, and its cloaking device means it can sneak up to opponents undetected.



PROFILE HIERARCHY



VUX INTRUDER
The Vux craft shoots out blobs of green fungus which eventually cover the opponent's ship making it slower and less manoeuvrable. Then it can move in and destroy its target with its close-quarter laser.



ONE-ON-ONE LASER DEATH

Star Control has a practise option that enables players to choose any ship of either fleet for a one-on-one mini-battle. This means that it's possible to have the same ships facing up to one another for a potentially explosive space duel! For a good laugh, we recommend choosing two Ur-Quan Dreadnoughts.



▲ Two Ur-Quan battlecruisers meet for practise combat!

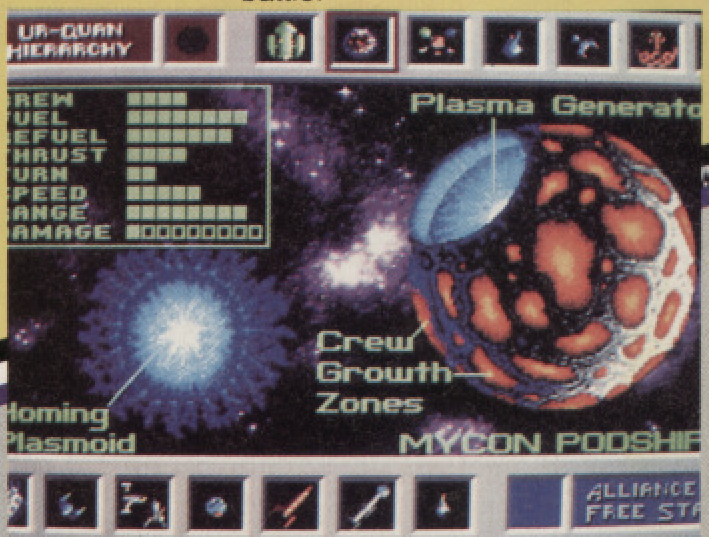


▲ The Ur-Quan swarm leader! Ugly, eh?

PROFILE HIERARCHY



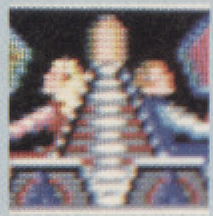
MYCON PODSHIP
The Mycon ship has mega-powered homing plasma bolts as its main weapon. Once it is up to full power it regenerates crew members - useful in a long battle!







PROFILE ALLIANCE

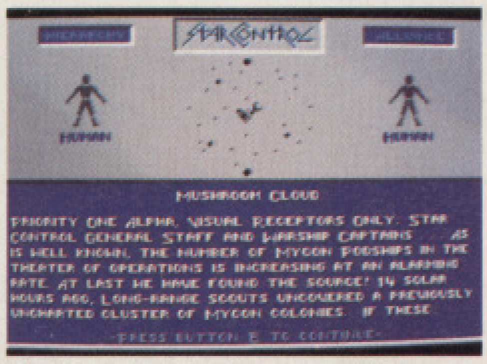


EARTHLING CRUISER
Slow, but highly manoeuvrable. Its heat-seeking missiles are excellent for long-range combat, and its point defence lasers are useful at close quarters.



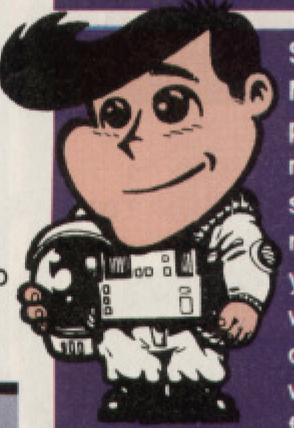
STRATEGY!

Adding a bit of lasting power to the game is a strategy option where there are a host of scenarios. The Alliance player has a number of starbases to defend against superior Hierarchy forces. For example in the first scenario the Hierarchy have the Ur-Quan ship while the Alliance have to make do with the weedy self-destructing Shofixti!



▲ The briefing for one of the strategy missions.

COMMENT

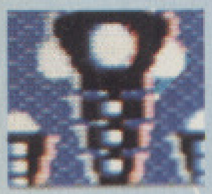


RICH

Star Control is one of the best Megadrive games I've had the pleasure to play - in two-player melee mode. Each ship has its own strengths and weaknesses: one moment the remote fighters of your mighty battleship might be wiping the floor with your opponent, and then he comes up with a ship equipped with superior firepower AND a special laser designed to deal with your fighters! It's the sheer amount of ships that makes Star Control last so long. My favourite ship has to be the Klingon Bird of Prey-alike (it's even got the cloaking device!). In one-player mode, a lot of the game is lost, simply because roasting the backside of your pal is such a good laugh. Star Control is one the greatest two-player games you'll ever play, but if you're going to be playing on your lonesome, you'd best give this a miss.

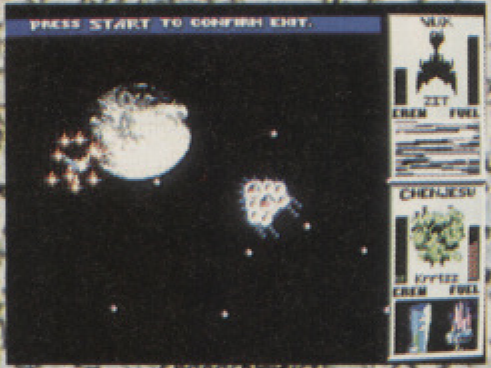
MEGADRIVE REVIEW

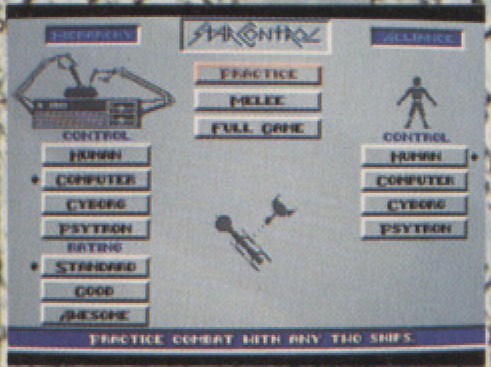
PROFILE ALLIANCE



ARILOULALEELAY SKIFF
Very fast, with no inertia. Auto-aim laser and hyper jump abilities. Useful, but tiny crew means one hit and it's all over.

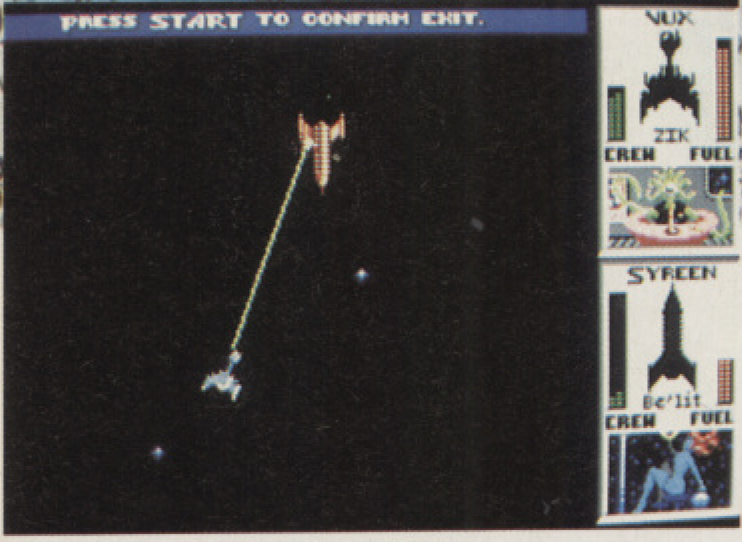








The swing-wing ship...



The Vux scores a direct hit!

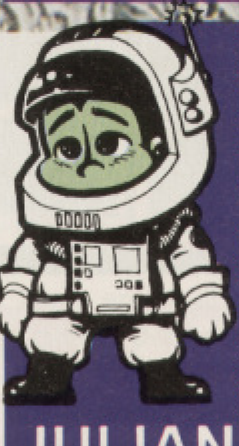
PROFILE HIERARCHY



UMGAH DRONE
Another close-quarter ship. Its antimatter ray is deadly, and it can also zip backwards out of trouble.



COMMENT



JULIAN

In the two-player head-to-head stakes, this takes first prize. It's brilliant fun taking on another human player and using cunning, skill and tactics to take out his fleet. Many of my lunchtimes (and beyond) have been taken up with very noisy mega-battles with Gary Harrod! Playing it on you just isn't anywhere near as much fun - even the excellent presentation, brilliant sampled sound effects (see how many old b-movie sounds you can identify!) and a weirdo strategy game don't help. I think it's simply because you can't turn to the Megadrive and shout gleefully at it when you've just wiped out its best ship! So think long and hard before you buy this game - if you've always got a second player to kick ass with, it's highly recommended. Solo players just won't get value for money out of the product.



BY: BALLISTIX
PRICE: £34.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: VARIED

1-2 PLAYERS

PRESENTATION 87%
Superb intermission screens and breakdowns of each ship plus a massive variety of options give this plenty of polish.

GRAPHICS 83%
The still screens are utterly stunning, but the in-game graphics are rather disappointing.

SOUND 83%
Raucous effects which suit the action perfectly - see how many samples you can identify from crappy sci-fi movies!

PLAYABILITY 93%
It looks rubbish to start with, but simultaneous two-player action comes no finer than this

LASTABILITY 82%
The two-player option is something you'll come back to years from now - the single player action isn't as much fun, though.

OVERALL 86%
Looks crap, but this is a thoroughly brilliant two-player Megadrive title which should definitely be looked at.

★★★ CA SKY



An evil empire has arrived from outer space and is threatening to conquer the entire Earth! They've already dispatched battleships to build massive installations on the planet's surface, and have infested the land with attack craft! Earth's defence controllers are more than a bit miffed about this and have summoned the elusive Captain Skyhawk for help.

Captain Skyhawk's the hunkiest hero available, and is also a bit of a dab hand when it comes to flying an F-14 Tomcat. He's also got his own customised, souped-up F-14 fueled and ready for instant use. His ship can hover in mid-air like a Harrier jump-jet, travel into space like the Space Shuttle, and carry more weapons than a B52 blanket bomber!

His main objective is to destroy the four installations that the enemy have created, but there's loads of sub-missions in the game that Skyhawk must carry out before he can claim to be victorious!

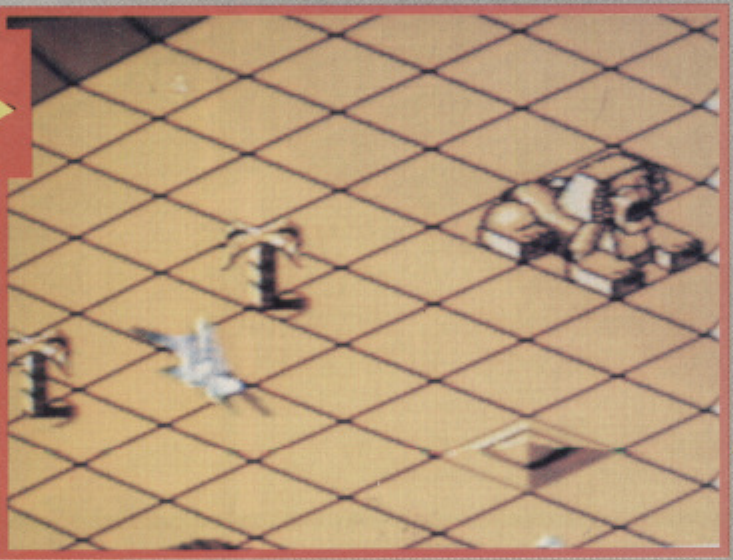
COMMENT



RICH

Rare aren't usually ones to disappoint when it comes to Nintendo games and Captain Skyhawk is yet another example of a brilliant game. The graphics are excellent, the sprites are varied and well-animated (especially Skyhawk's F-14) and the backdrops are brill. the sound's decent as well with accomplished tunes and spot-on effects. But it's the playability that counts and Captain Skyhawk is simply superb! The inertia on the F-14 is excellent, and the game is very challenging with loads of levels to conquer. I particularly like the level where the wings stay swept back, and Skyhawk has to negotiate the landscape travelling at super-sonic speeds without crashing! To be perfectly honest, Captain Skyhawk is one of the finest NES action games out - and it's certainly the best Nintendo game I've played since Snake, Rattle and Roll.

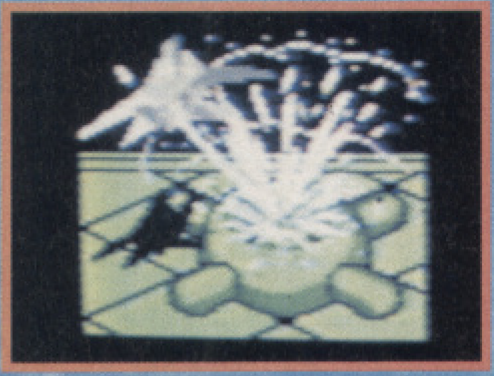
UP-THE-SCREEN ANNIHILATION



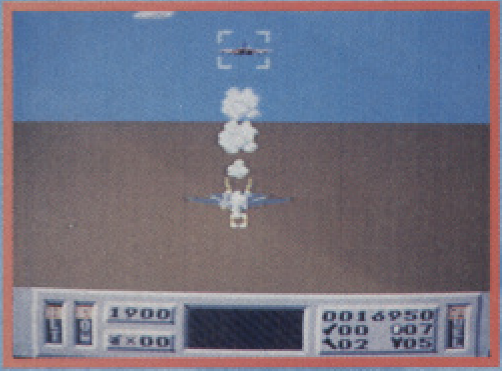
Most of the game is set over a multi-directionally scrolling 3D landscape, with Skyhawk travelling up the screen in his trusty F-14. This part of the game depicts Skyhawk's low-level strafing of enemy targets. The action changes once Skyhawk reaches the end of the level...

CAPTAIN SKYHAWK ★★★

MEGA GAME



▲ Bomb the Base!



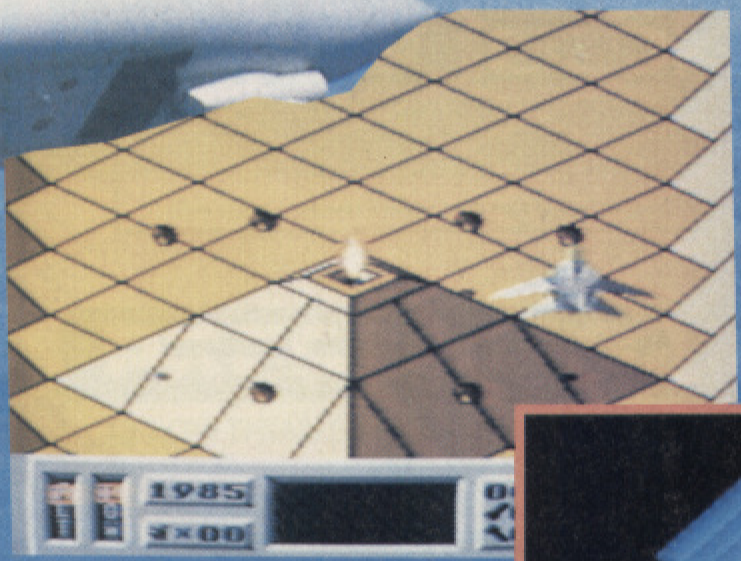
BLINKING FLIP

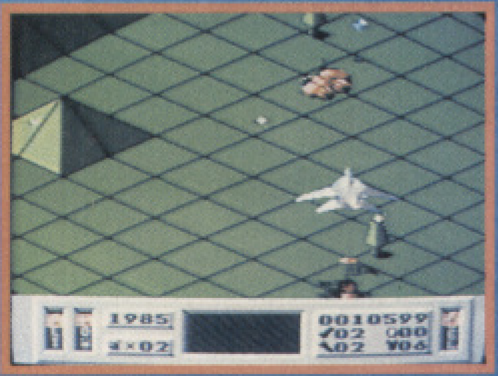
Being a bit of an ace flyer, Captain Skyhawk is capable of all sorts of aerial antics. His party trick is the amazing 360 degree barrel roll. This is great for avoiding enemy fire and missiles, but watch you don't barrel roll into a cliff face!

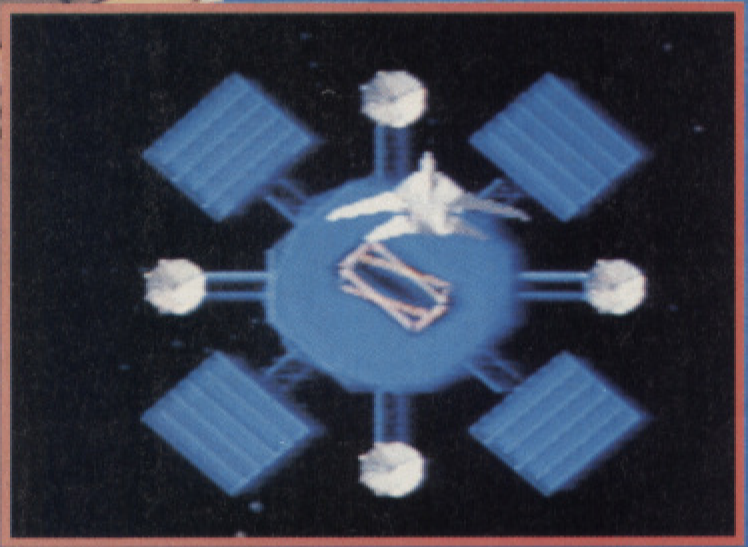


DOCKING WITH SKYHAWK HQ

The last section of a particular mission sees Skyhawk attempting to dock with his base in outer space. The problem is that the base is spinning and Skyhawk has to time his own spin correctly if he's to enter his own base without harm.

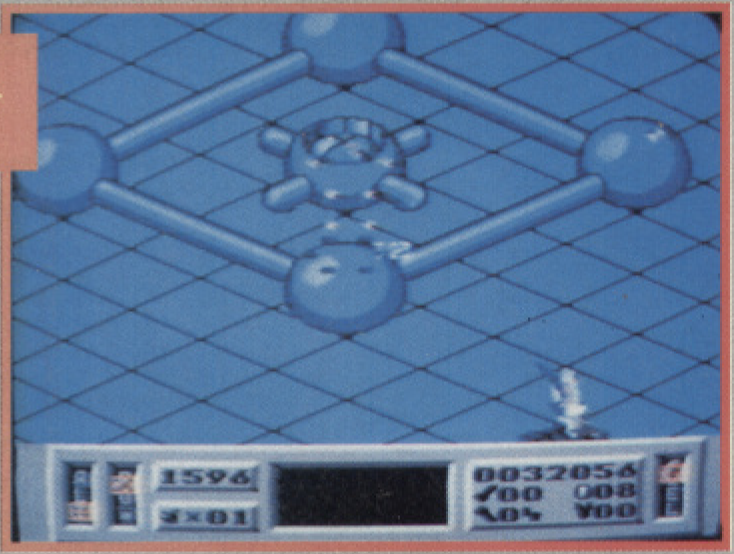






BOMB THE BASE

Destroying these bases is the key to the game. To make them explode, Skyhawk simply has to shoot the four orbs and then centre his fire on the control tower in the middle of the complex. But these bases are heavily armed, so Skyhawk had better watch out for the heavy flak.



SKYHAWK SHOPPERAMA

Special Skyhawk money is given for each enemy target successfully destroyed. This can be used at the Skyhawk Shop to gain extra weapons.

25mm CANNON

The most essential weapon in the Skyhawk armoury. This can be powered up five times at ten credits a shot. A top-power cannon should be your first objective, it's the most powerful weapon by far!

AIM54 MISSILES

These come in handy for taking out stray jets in the Afterburner-style section of the game. One press of the B button locks the missile onto target. The next sends it on its way!

MAVERICK MISSILES

Skyhawk buys his own special brand of Maverick missiles. These babies spread explosive warheads in three directions on release, thus destroying a larger area. Useful for the main enemy bases.

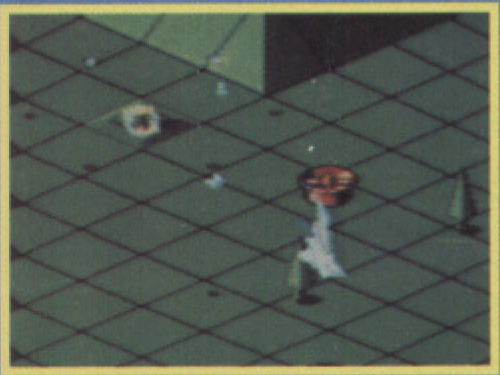
HAWK BOMBS

Annihilate a large area with the aid of these cheap Hawk bombs! Their explosive power comes in handy when taking on the enemy, and at only two creds a shot you can't go far wrong!

SPECIAL MISSIONS!

Sometimes, instead of blowing up a base, Skyhawk is directed to carry out a special mission. The first involves dropping off supplies to allied forces, the second involves rescuing a valuable professor that the enemy have kidnapped! This involves blasting away at various forcefield generators that are holding the poor Prof captive.

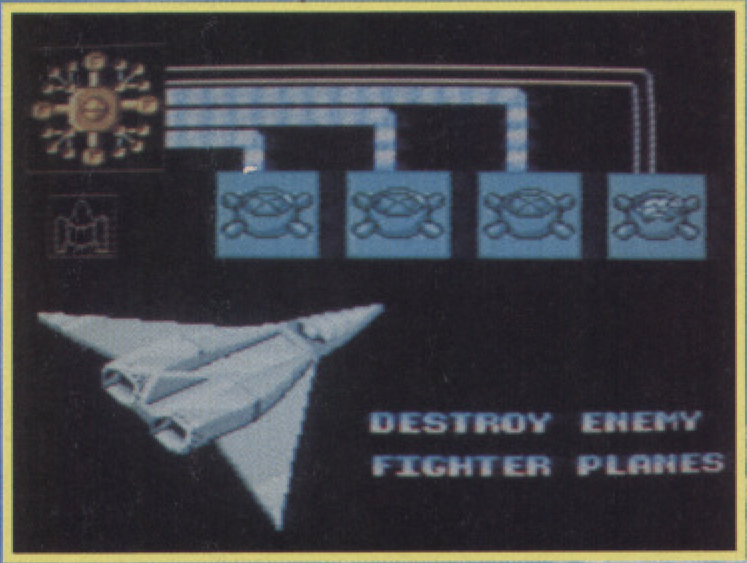




Watch out for shrapnel!

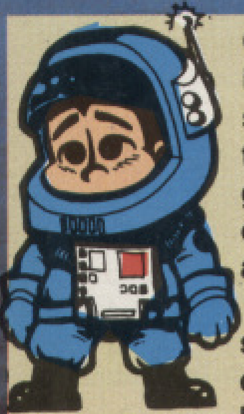


C'mon! Lock on!



Mission completed. Now for the next sortie.

COMMENT



JULIAN

Captain Skyhawk is one of the smoothest and fastest blasting games I've seen on the Nintendo, and I love it! The up-the-screen sections are very challenging, with hazards whizzing by beneath you and things to blast out of the sky and strafe on the ground. At top speed you really have to rely on your reflexes to guide the plane safely around the hills and through the rather thin valleys without crashing! The other sections add plenty of variety to the action, and the end result is a brilliant-looking, reaction-testing blaster with loads of high-speed action.





BY: RARE
PRICE: £34.99

RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: SPEEDY

1 PLAYERS

PRESENTATION 88%
As usual for a Rare game, faultless! Excellent attract screens and super control method.

GRAPHICS 92%
Amazing sprites compete with the accomplished backdrops for the player's attention.

SOUND 91%
Decent tunes and some excellent sound effects!

PLAYABILITY 93%
Control of the F-14 is easy, and the game is immediately addictive!

LASTABILITY 89%
Loads o' levels for Skyhawk to conquer mean you'll be playing this for ages!

OVERALL 91%
An amazing NES blast - in fact, one of the best ever!

SEE OUR COMPUTER GAME ADVERT ON PAGE 75

MEAN MACHINES

WIN A MEGADRIVE!
0839 121 140

Wa-hey-hey-hey! A topper Sega Megadrive is going to someone who dials this magic number and answers a few super-simple questions - so what are you waiting for?!

WIN A GAMEBOY!
0839 121 174

This ultimate Portable Playmate could be yours, and for hardly any effort. Just exercise your dialing skills, then get those few easy questions right and you could be Tetris-ing on the toilet in no time.

WIN £150 WORTH OF GAMES!
0839 121 188

Ok, so you've got a console already. Well, why not get some free games for it? We're giving away a load of software to someone who dials this number and gets all the questions right - how much easier can we make it?

WIN A GAME GEAR!
0839 121 189

The newest handheld on the block is Sega's saucy little Game Gear and we're going to be handing one over to someone who calls the Game Gear hotline. Even a moron will be able to answer our staggeringly easy questions, so why not give it a try?

WIN A SUPER FAMICOM!
0839 121 187

The best console in the whole cosmiverse is up for grabs on this line. Two superb games come with this tremendous prize, which comes in SCART or PAL form (please specify which you'd like on your entry). Get on the line - NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS YOUR PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 33p PER MINUTE (CHEAP RATE) OR 44p (ALL OTHER TIMES). NO PROGRAMME IS LONGER THAN THREE MINUTES. ALL PROGRAMMES ARE OPERATED BY BROADSYSTEMS LTD.

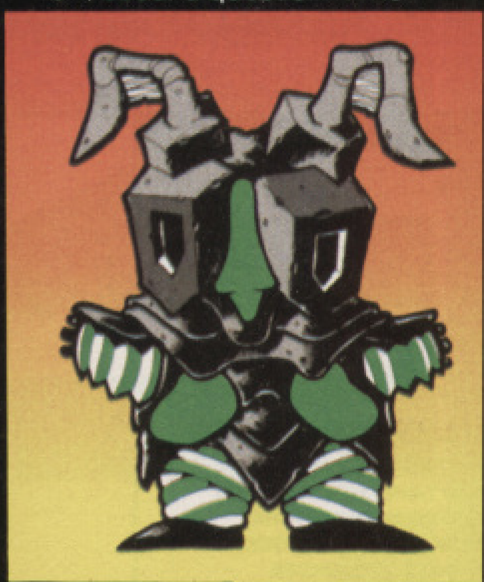
WIN A SUPER FAMICOM!!

USING YOUR SUPERB MEAN MACHINES GLOW-IN-THE-DARK STICKERS!!

USE YOUR GLOW-IN-THE-DARK STICKERS TO WIN ONE OF FOUR SUPER FAMICOMS!

Ok, two questions. First, who hasn't got £300 in their pockets? One, two... Hmmm, there's a lot of you out there.

Ok, second question. Who



wants a Super Famicom? Woah! Looks like every one of you!

Ok, well, this is your chance to get hold of one of these amazing consoles for nothing! MEAN MACHINES in association with Computer and Video Games is giving away a total of four Super Famicoms, two of which will go to MEAN MACHINES readers and two of which will go to CVG readers!



You will have noticed that on the cover of the June and July issues of MEAN MACHINES and Computer and Video Games there were some fab glow-in-the-dark stickers given away free. Also on each sticker sheet, there was a Competition Token and you'll need all four to enter this amazing giveaway.

Just get your four Competition Tokens and stick them in the appropriate places on the entry form on this page. Then just answer the super-easy questionette on the form and Bob will be your uncle. Or at least he will be once you've put your name and address on there, put it in an envelope and sent it toooo...

MEAN MACHINES MONSTER FAMICOM GIVEAWAY, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Make sure your entries are in by August 15th because that's when we'll be pulling the two winning entries out of Jazza's Hat of 1,000 Wonders. The usual competition rules apply, so naff off Minton.



NAME ______________________

ADDRESS ______________________

____

THE MONSTER QUESTION: THIS WILL DECIDE THE WINNER!

NAME THREE OF THE MONSTERS IN SUPER FAMICOM ULTRAMAN (WHICH WAS REVIEWED IN THE JUNE ISSUE OF MEAN MACHINES BEFORE YOU START MOANING ABOUT "AWW! I'LL NEVER GET THAT!")

____

IF I WIN, I'D LIKE A PAL ☐ SCART ☐ SUPER FAMICOM (TICK BOX)

STICK YOUR CVG COMPO STICKERS IN HERE

1

2

STICK YOUR MEAN MACHINES COMPO STICKERS HERE

1

2

SEND YOUR COMPLETED COUPON TO: THE MEAN MACHINES MONSTER FAMICOM GIVEAWAY, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. GET YOUR ENTRIES IN BY AUGUST 15TH.



THE GG SHINOBI

Joe Mushashi's back (again), this time in his fifth outing courtesy of Sega. This time though, Joe's more than a bit upset. Not surprising really when you consider that those fiendish Zeed fellows have captured four of his oldest ninja chums, and have used a magic spell to make them turn against the forces of good - and that includes Joe himself!

Old Joe's obviously more than anxious to release his pals from this evil spell - but the only way he can do this is to beat them all into submission in a bit of one-on-one combat! Each ninja is hiding at the end of an eight-way scrolling landscape, and before Joe can have a shot at releasing his pal, his first job is to beat up the Zeed contingent and beat a path through to the end of the level. However, the good news is that once Joe's released one of the captured ninja, he can use their special abilities and magic powers as well as his own!

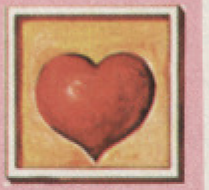


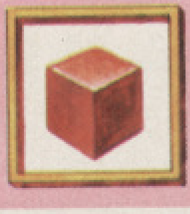





A CASE OF ICONITIS

Dotted around the landscape are box-like containers and Mr Mushashi can chop these open to reveal many strange and wonderful icons. Watch out for extra lives, extra energy, ninja magic and energy power-ups that increase the length of Joe's energy bar! GG Shinobi's booby prize is a massive bomb. Come anywhere near these explosive items and Joe's energy bar suffers accordingly.




COMMENT



RICH

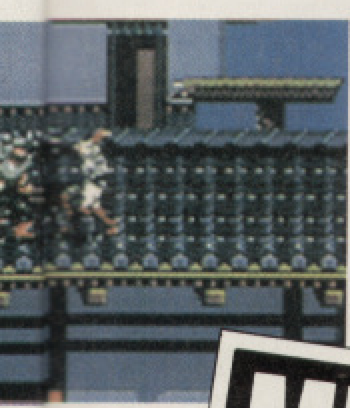
The only decent Game Gear product I'd seen before this was Mickey Mouse - and that was a blatant tax of the Master System game. Now GG Shinobi's arrived, and it's brill, skill, and not a thinly-veiled Master System rip-off! Hurrah! The ninja action is smooth and varied, and mastering each ninja's abilities takes quite a while. For example, the valley level was really giving me grief until I discovered the yellow ninja's water-walking abilities! In fact the only thing that stopped me enjoying GG Shinobi to the full was the Game Gear's sticky, yet wobbly joypad. Still, to be perfectly honest, if you're a Game Gear owner, there's no excuse not to pick up this cracking ninja game ASAP. Get the message?









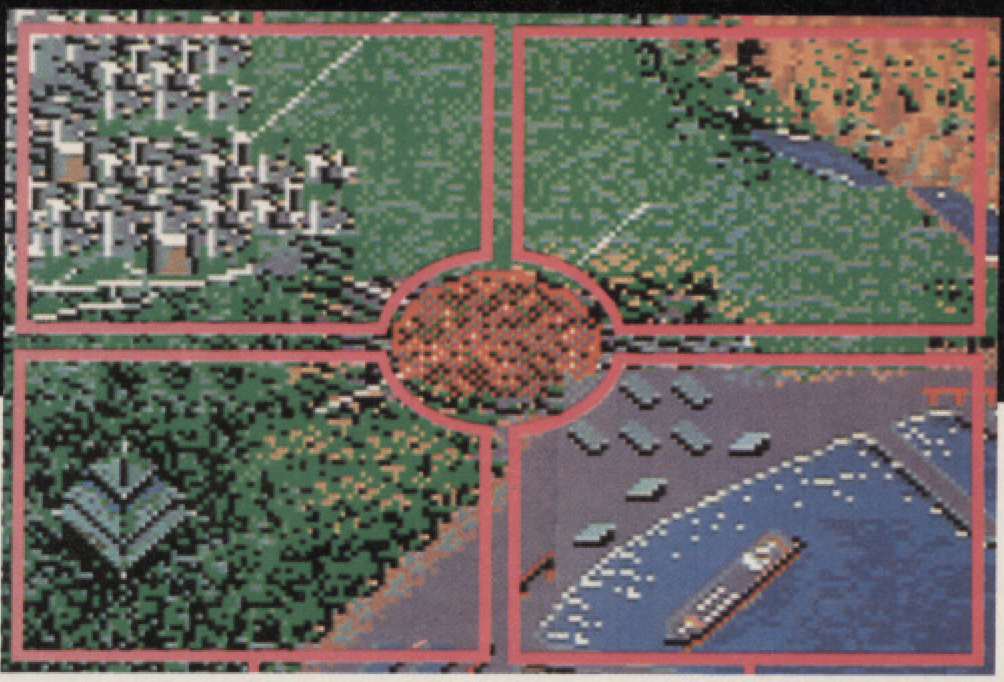



VALLEY

The battle against the Zeed reaches the rooftops - of passing cars! Here, Joe speeds up his journey to the first base by using passing cars as stepping stones. Once he's reached the first Zeed base, and beaten the inhabitants to pulp, he faces up to the pink ninja in a do-or-die battle!

HIGHWAY

As a river rushes by below, Joe negotiates a terrifying cliff face, ever vulnerable to Zeed attack. Logs roll by on the river, and these can be used as platforms. Inside the cliff, there's a small Zeed base (where the blue ninja is being held), but the enemy are at their most dangerous!



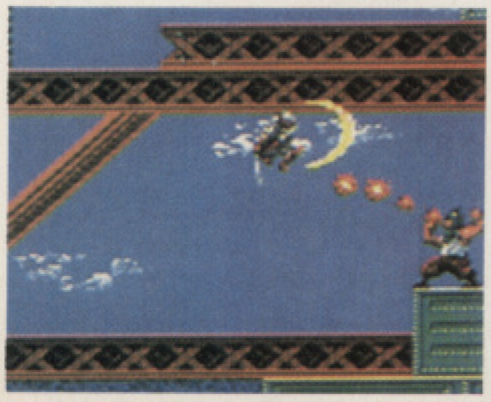
WOODLAND

Shinobi takes to the treetops in order to rescue the green ninja. But the Zeed are guarding him well, with all sorts of ninja sporting some evil weaponry (like flying sawblades, for example). After the forest, it's time to risk a suicidal assault on a ninja-ridden Zeed hideout!

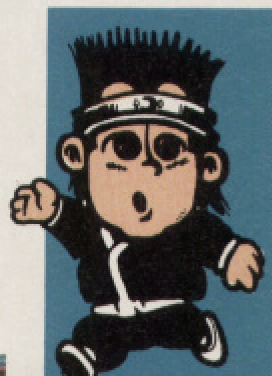
HARBOUR

The yellow ninja's held in a boat, and it's down to Joe to rescue him. However, before he can even get near the boat itself he's got to deal with the Zeed base hidden cunningly in the harbour!
Once all of Joe's chums have been safely rescued, it's off to Neo City for the final confrontation!





COMMENT

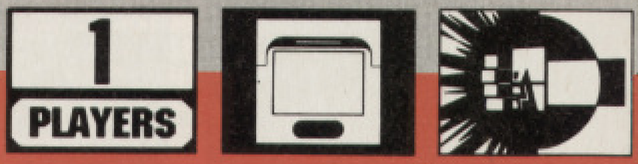


JULIAN

To be honest, there's been nothing yet on the Game Gear that has really grabbed my interest (Mickey Mouse is good, but it's exactly the same as the Master System). Until now. GG Shinobi has at last given me an excuse to blow the dust off my machine and buy some batteries for it! Sporting excellent graphics and some genuinely addictive gameplay, this is a superlative beat 'em up. The action is exciting and challenging, and there are many neat aspects which keep you coming back for more. Although it's only available on import at the moment, GG Shinobi is a must if you can track it down. If you can't find it, it's out officially later on this summer - so you've got plenty of time to start saving your pennies.



BY: SEGA
PRICE: £24.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: NINE
CONTINUES: FIVE
SKILL LEVELS: ONE
RESPONSIVENESS: GOOD



PRESENTATION 81%
Brill presentation screens, but a severe lack of options and settings.

GRAPHICS 92%
Excellent sprites and varied backdrops. Who could want more?

SOUND 80%
Excellent tunes only let down by the Game Gear's awful sound chip.

PLAYABILITY 92%
Slashing, punching and kicking has never been so much fun!

LASTABILITY 90%
Five levels of Shinobi action that will take an age to master!

OVERALL 90%
The best Game Gear product available and a brill beat 'em up to boot!

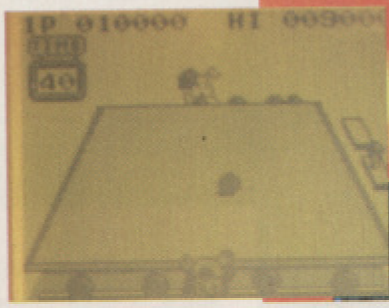
GAMEBOY REVIEW



When it comes to finding out who is the hardest animal in the zoo, they don't fight it out tooth and claw. They just get put a bag of balls on the table and play this wacky game.

Two animals compete at a time and because this is a Game Link pak, they can be two human players. Each player stands at opposite ends of the table, armed with five balls, and within 60 seconds they have to get as many of their balls to their opponent's end of the table. If one player can get rid of all ten balls he wins and gets a perfect score!

Of course, the best way to slow down an opponent is to roll a ball straight at him, knocking him out momentarily!



COMMENT



PAUL

This is an absurdly simple game, but as usual with absurdly simple games it's good fun. It plays like that old board game, Crossfire so there's not really an awful lot of skill required. Each game is just a frenzy of grabbing the balls and chucking them at your opponent, and with two players this is a great laugh. If you're after a good two player pak, King of the Zoo is definitely worth considering.





COMMENT

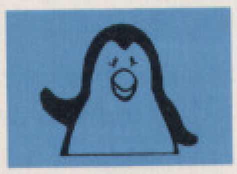


JULIAN

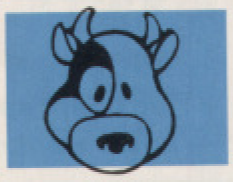
I bought King of the Zoo on import a while ago when it was called Penguin War, and many's the train journey that's been livened up by this odd-ball game. My only reservation about giving it a higher rating is that solo players may well get bored of the game pretty quickly, but if you're playing against another person, King of the Zoo is great fun. Try it and see!

ANIMAL MAGIC

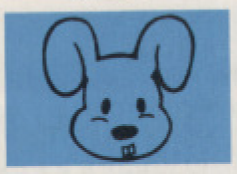
When you're playing against the computer each of the five animals has different ball-rolling talents. Fast characters can dodge more easily, but the stronger creatures can roll harder and faster. The most skillful animals can aim their balls more accurately, and so are more likely to hit you when you're playing against them.



PENGUIN: Average speed, strength and skill, make the penguin a good, but predictable opponent.



COW: Slow, but very strong, and if you knock her down she recovers quickly.



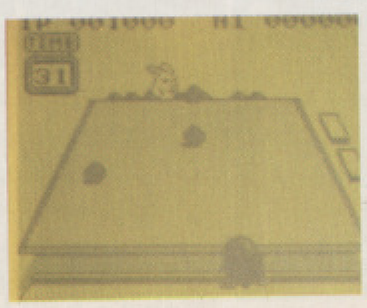
RABBIT: Very quick, but of only average skill. Still no pushover, though.

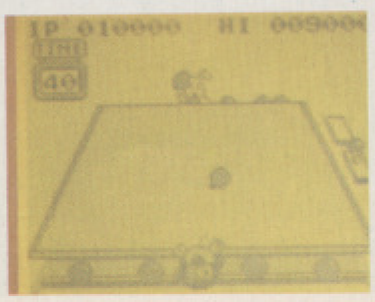


BAT: Surprisingly, one of the best players. He is fast, is a good shot and is difficult to hit.



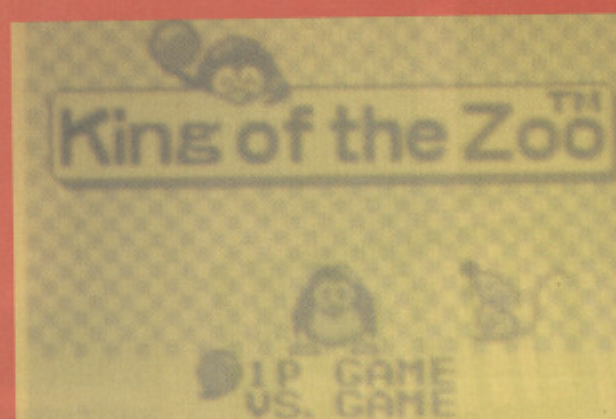
RAT: Difficult to see, let alone hit. A slow roller, but clever, and he'll trap you given half a chance.







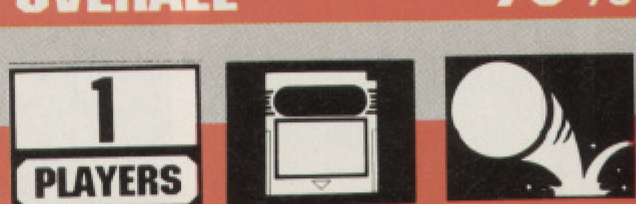




NINTENDO £19.99

RATINGS

PRESENTATION	81%
GRAPHICS	76%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	70%
OVERALL	79%



MIGHT and MAGIC
Gates To Another World

The Earth Elemental Emperor Gralkor the Cruel (or Grally-babes to his mates, of which he has few) is a bit miffed. Those pesky humans, elves, gnomes and dwarves have covered the lands with their towns and farms and they just won't go away. However, the smelly mortals have lost the Orb of Power and the Talons that hold it! Without the Orb to protect them, the population is at Gralkor's mercy, so someone has to get out there and find it!

Might and Magic: Gates To Another World is a fantasy role-playing game set in a mystical land. The task is to lead a party of brave adventurers through the cities, dungeons and wildernesses on their quest to recover the Orb and Talons. Spell-users add magic to the party's arsenal, and fighters have the muscle necessary to beat up monsters. Thieves pick locks, detect and remove traps and generally act in a helpfully sneaky manner.

The locations are viewed through a 3D window in the display and when monsters are around, they're shown here. Killing these creatures gives the party experience and the chance to gather booty, which allows them to buy goods in the shops and taverns of the realm. Eventually the quest leads to the Orb itself, but along the way the party faces monsters, disease, and a host of other repulsive fates. The current game can be saved to battery-backed RAM so that the adventure can be continued at a later date.







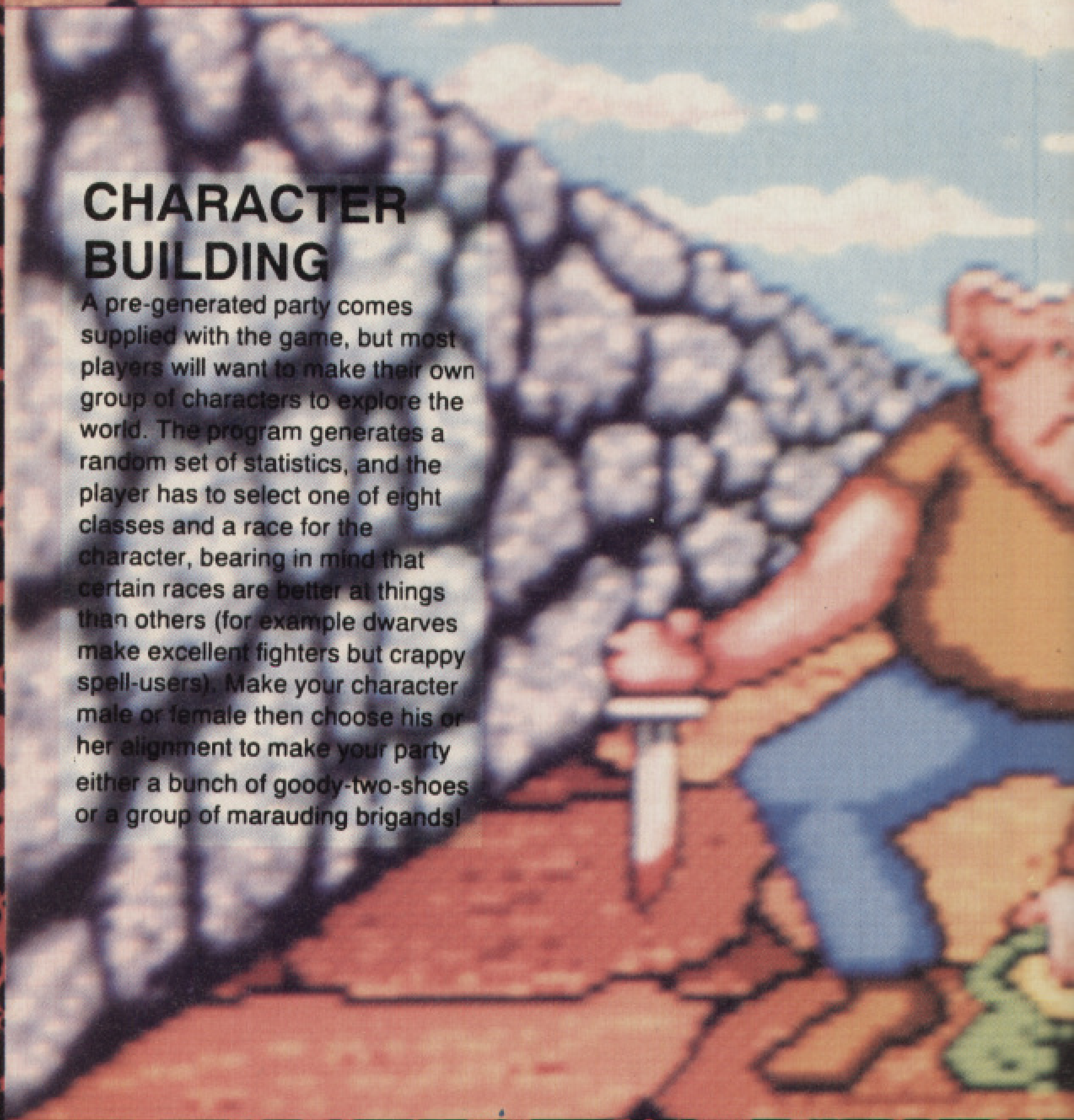
▲ The smithy's. Get your weapons here.

COMMENT



PAUL

What puts me off most RPGs is the long-winded combat-by-rounds system which I find boring, and unfortunately that's the system used in Might and Magic. My first battle was against two orcs and it took about five minutes of command selection to defeat them - five minutes of not-much-excitement, I'm afraid. Making the game a little more interesting is the wide variety of monsters, though some of them rather unlikely - how about being attacked by a ravenous gang of witch's cats, or a couple of small dinosaurs who were wandering the city streets. The game has a lot of depth and there's wide scope for character development but anyone who isn't already a keen role-player won't appreciate it, and may well find the lack of action and atmosphere make Might and Magic a real drag.



CHARACTER BUILDING

A pre-generated party comes supplied with the game, but most players will want to make their own group of characters to explore the world. The program generates a random set of statistics, and the player has to select one of eight classes and a race for the character, bearing in mind that certain races are better at things than others (for example dwarves make excellent fighters but crappy spell-users). Make your character male or female then choose his or her alignment to make your party either a bunch of goody-two-shoes or a group of marauding brigands!



▲ Watch out for acid-spitting slime beasts!

COMMENT



MATT

I expected this to be somewhat disappointing but I was surprised to find that it's actually a lot better than Faery Tale Adventure. The graphics are a little basic but this sort of game needs playability rather than cosmetic touches - a lesson that FTA should have considered! The game is absolutely enormous, and the combat is sufficiently tough to keep you happy. Be careful of wandering about at night! Overall, this is one of the best RPGs to appear on the Megadrive so far. Try not to have a heart attack over the price though.



▲ Even the plants aren't pleased to see you!

MIGHTY MAGIC

The spell-casters start off with weedy magic but once they begin to climb in levels they have access to powerful spells. A first level character only uses first level magic but once he's reached the seventh level of experience he can cast up to fourth level spells. Clerics advance the same way, and high-level archers and paladins get juicy spells as well. However keeping these frail people alive long enough is a serious problem!





▼ Well... he wasn't looking too healthy anyway.





BY: EA

PRICE: £49.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: N/A
RESPONSIVENESS: NOT BAD

1 PLAYERS

PRESENTATION 73%

The basic but informative intros set the style for the rest of the game.

GRAPHICS 79%

Hardly elaborate, but the monster graphics are good, and the different displays give the player all the information he needs.

SOUND 63%

There's no way anyone could play this game for hours listening to the insipid tune, but thankfully it can be turned off.

PLAYABILITY 80%

M&M2 is instantly playable and the old-fashioned combat, though long-winded, isn't too difficult to get to grips with.

LASTABILITY 85%

This will take a LONG time to complete, but considering the price it ought to!

OVERALL 80%

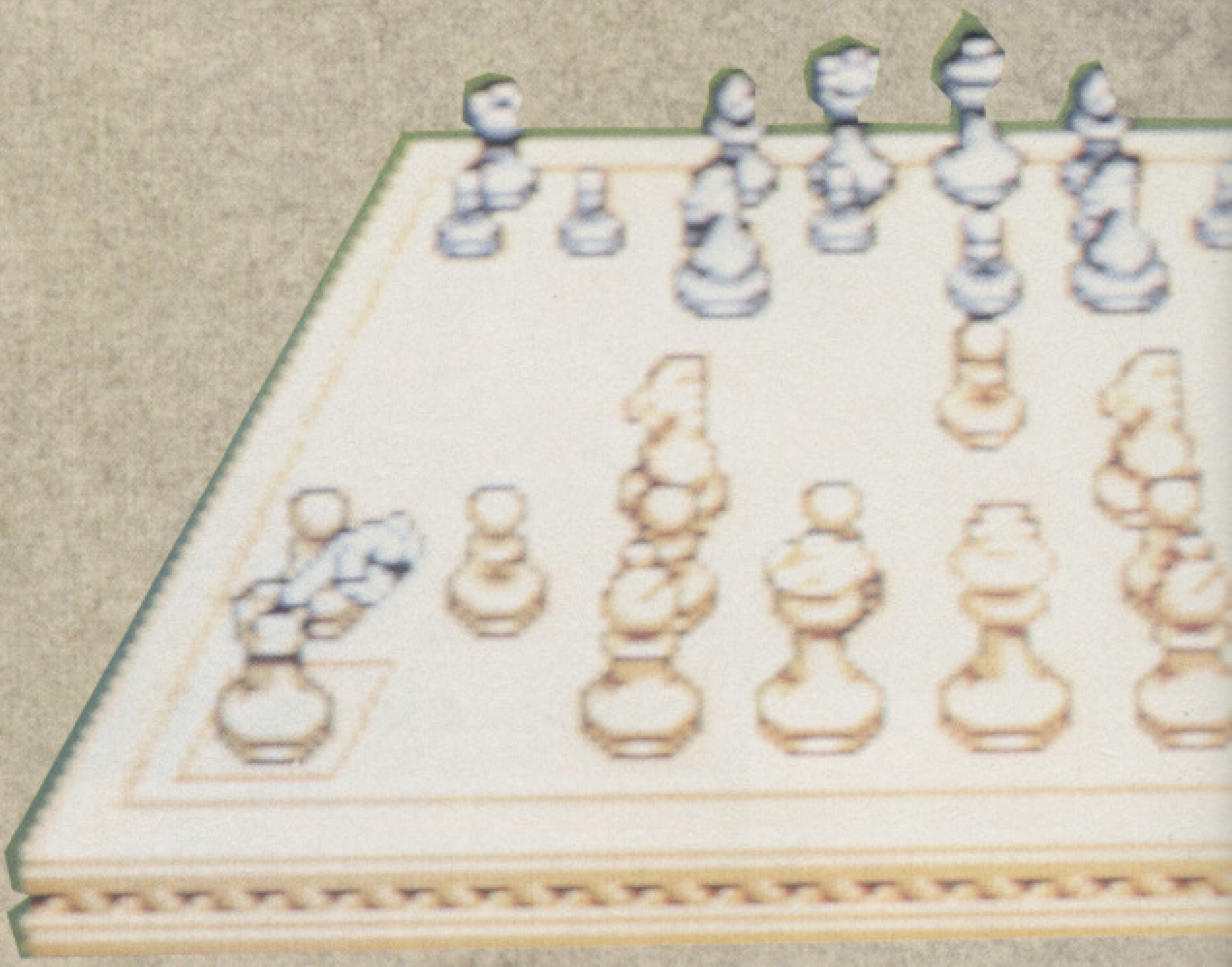
Wealthy RPG fans should enjoy this, but beginners may not be quite so taken with Might and Magic.

CHES

For centuries people all over the world have played this ancient game of strategy, so it comes as no surprise to find that console chess games are popping up all over the place. Last month we reviewed Chessmaster on the Gameboy and now we have Sega Chess on (oddly enough) the Master System.

The game plays in either overhead or 3D mode, the former being clearer and the latter being more attractive. Of course, all the rules of chess are applied including En Passant and Castling. Options include one or two players, sampled speech, the number of joypads used and the depth of the computer player's thinking if playing solo.

If you have trouble thinking up a good move to make, the computer provide a hint and if you really get stuck any number of moves can be taken back. Also it's possible to force the computer's move to stop it from having too long to think, and if none of that works, and defeat seems inevitable, you can even resort to swapping sides!

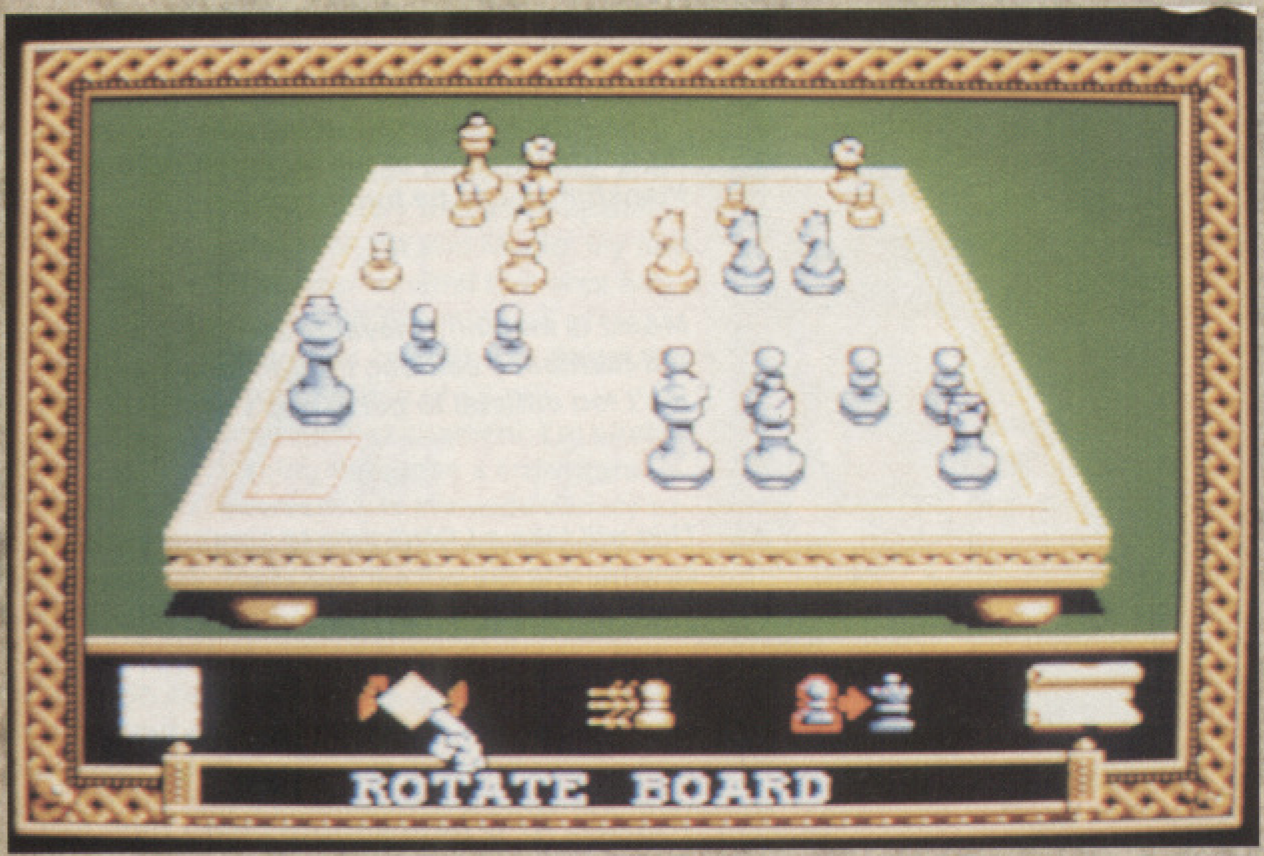


COMMENT



MATT

Chess is a great game, and I'm sorry that I don't get the chance to play as often as I would like. This certainly plays a good game of chess and the computer opponent is pretty tough to beat. However the two-player mode is a bit pointless - if you've got a friend to play then why not use a real board? Otherwise this Sega product simply plays the role of a glorified chess computer, with the addition of sampled speech which becomes annoying after a short time. I can't say there's anything much wrong with this, but I don't really see much point to it either.



3D mode - looks nice, dunnit?



2D mode - not quite so nice.

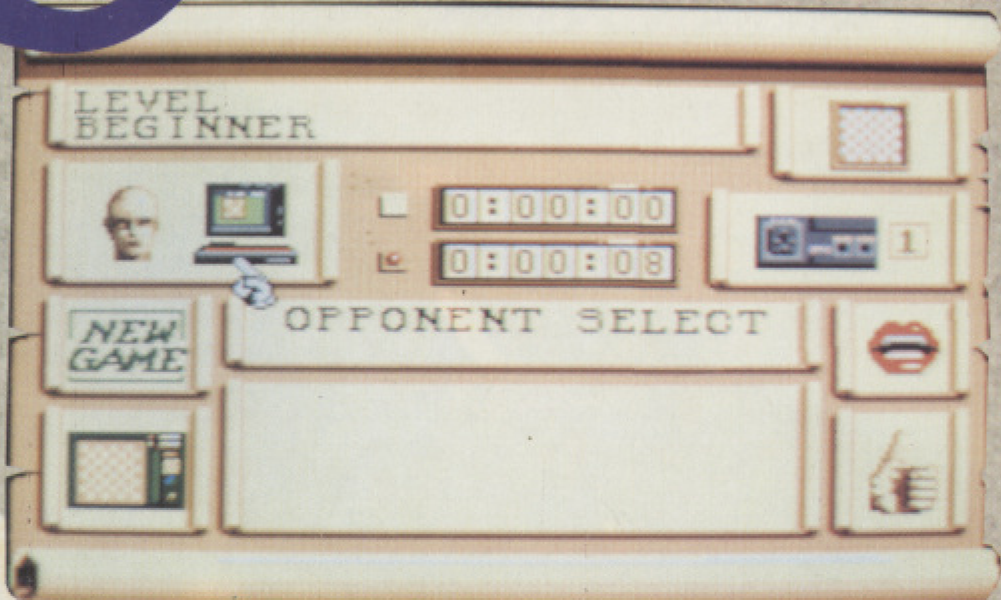
PROBLEMS, PROBLEMS

Unlike the speech the various special modes add a great deal to the game. The Problem mode sets up a specific chess problem for the player to solve, while Adaptive mode means that the computer will decide its move in the time the player took for his or hers. However, for a real challenge, choose Infinite mode - then the computer will take as long as it wants to make its mind up!

SS



▼ *The options screen is quite extensive.*



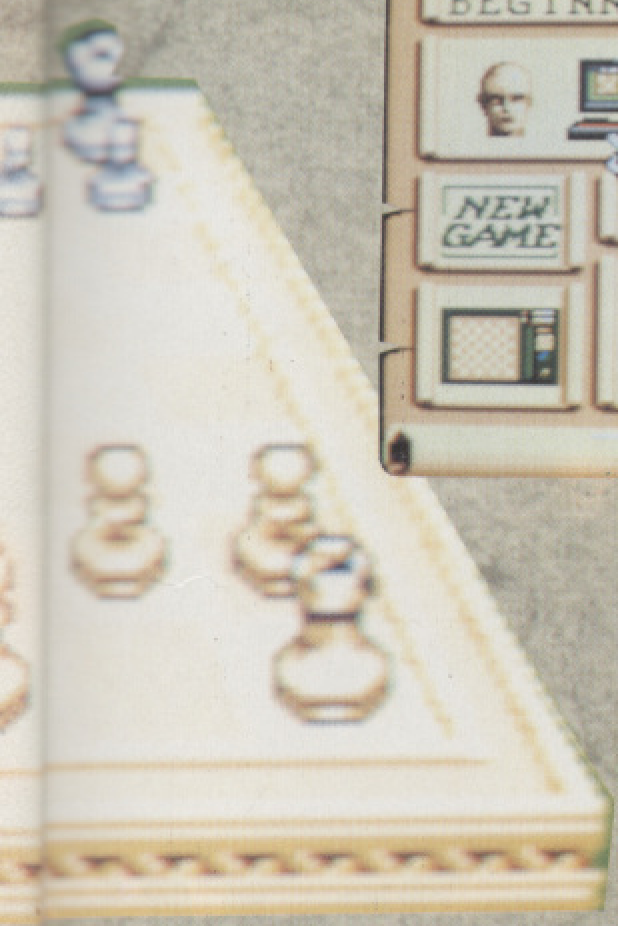




▲ *Stuck? Try the hint icon.*

SPEECH E-FFECTS

The speech in the game is simply there to state the obvious. For example, if the player is using playing white and it's his go the machine says, "White move" - very informative! If the computer puts the player in check, the computer conveniently states, "Check". This really helps the kind of gamer who has some kind of vision defect.

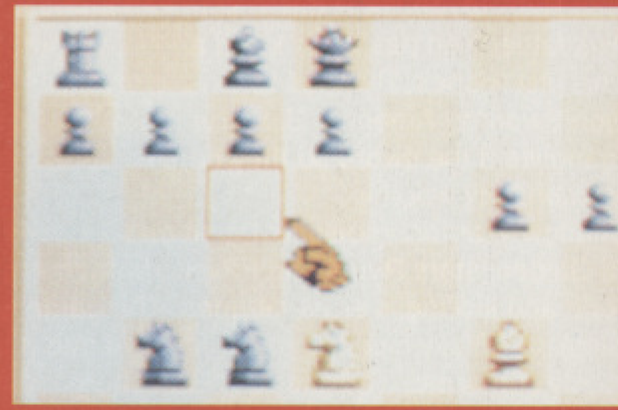


COMMENT



RICH

My interest in chess was recently re-kindled by the release of Chessmaster on the Gameboy. But even though this Sega chess game has some clear, well-defined graphics and interesting sonic touches, I don't think it has enough to warrant the massive price tag. It's not that the game is particularly bad, nor is the computer opponent a poor player, it's just that beating it simply isn't as much fun as a battle of strategies with a real human being, and using a console to reproduce a game that is far better played with another person and a five quid chess set seems a bit pointless. Solo chess maniacs will no doubt enjoy this game no end, especially with all the special modes, but those who want to really enjoy chess will buy a decent board and save the rest of their dosh for something else.



BY: SEGA
PRICE: £34.99
RELEASE DATE: AUGUST
GAME DIFFICULTY: AVERAGE
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: EIGHT
RESPONSIVENESS: SLOW

1-2 PLAYERS

PRESENTATION 72%

Simple, basic screens show all you need to know.

GRAPHICS 79%

The playing pieces are large and clear even in 3D mode.

SOUND 77%

The sampled sound is very clever although you'll probably want to turn it off after a while.

PLAYABILITY 81%

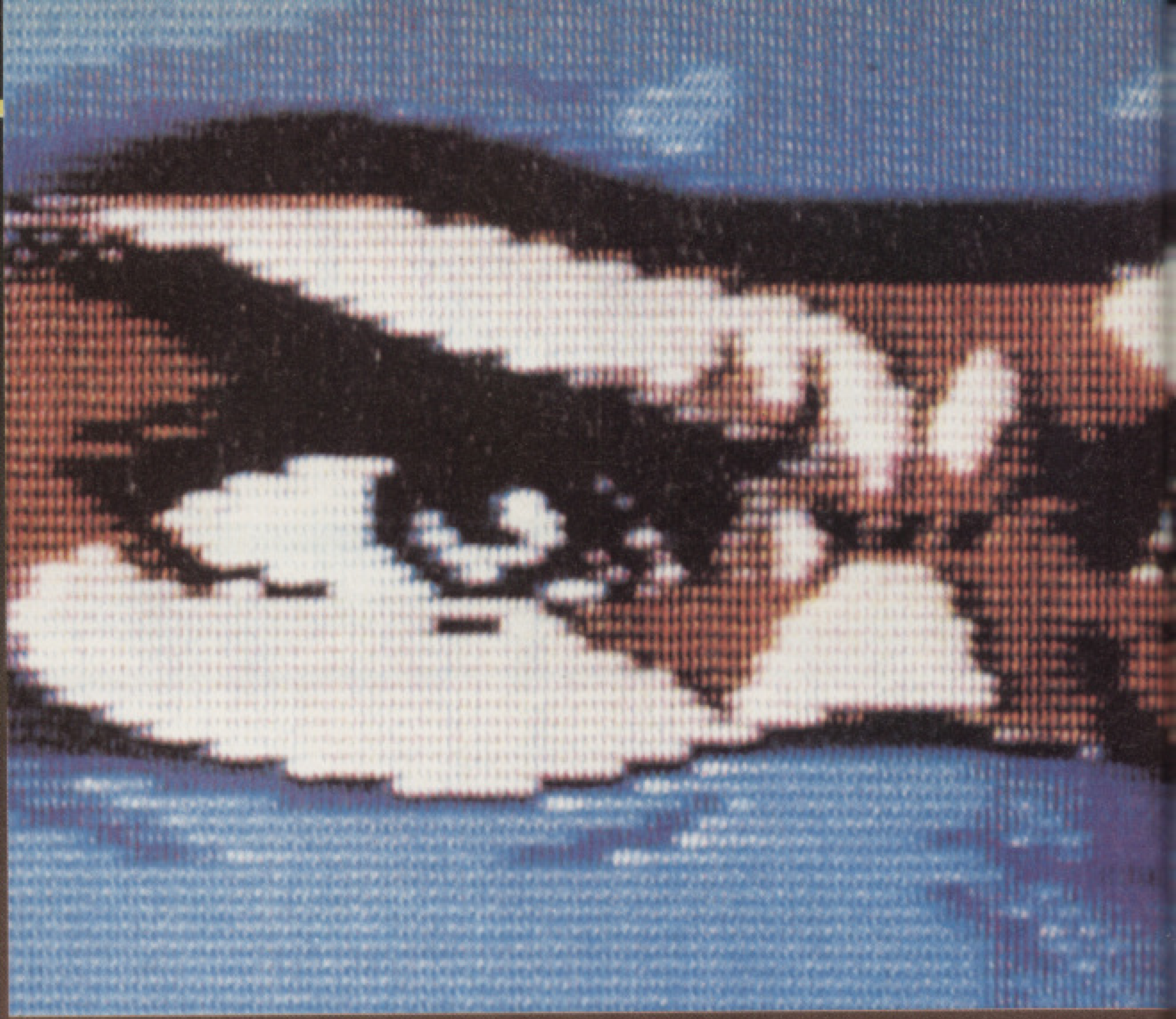
It's chess, and that's as playable now as ever. Two players won't gain much from playing on-screen though.

LASTABILITY 85%

The number of difficulty levels and special modes will keep you going for ages.

OVERALL 77%

A decent, if expensive, game which is best recommended to chess fans who have no-one to play against.



SHADO
WARRIO

Ninja Ryu Hayabusa is out to shuriken some butt! His father Ken has been killed and in accordance with his last wishes, Ryu has taken the mystical Dragon Sword to America. But all is not well, and an evil gang want the sword so they can use it to revive the demon they worship.

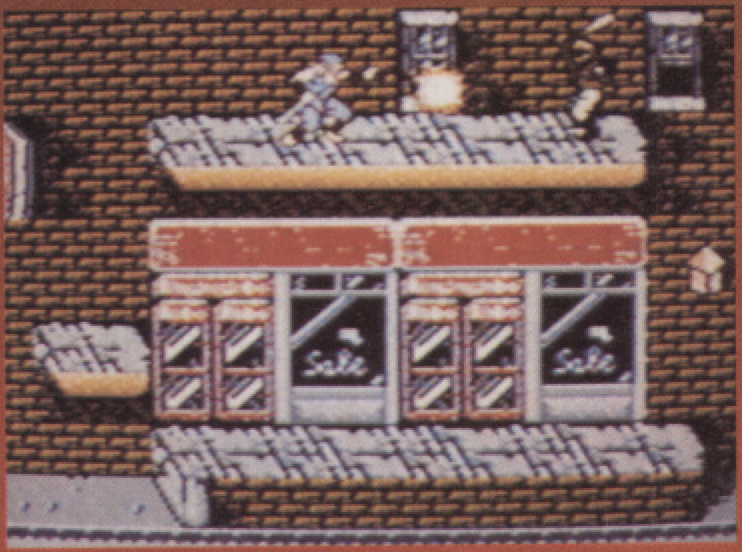
Shadow Warrior, known in Japan and America as Ninja Gaiden, stars Ryu as he travels through America hacking and kicking foes as he goes. The game is split into six acts, which are in turn divided into a total of twenty sub-areas. Ryu starts in Galesburg then progresses through Death Valley and Yomi's Cave to the enemy hideout in the Temple of Darkness.

At the end of each act, Ryu has to take on the members of The Malice Four who control the actions of the gang. After defeating their leader, Bloody Malth (and his pet dog), Ryu has to fight the demon himself, and drive him back into the Underworld where he belongs!



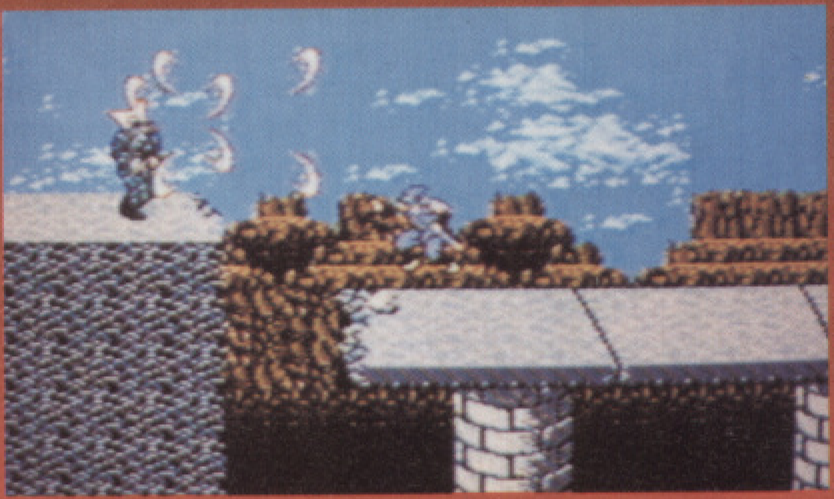
▲ *Ryu lashes out with a shuriken!*

▼ *Another club-wielding baddie bites the dust!*



▼ *Watch out for Bomberhead's swirling blade on level two.*



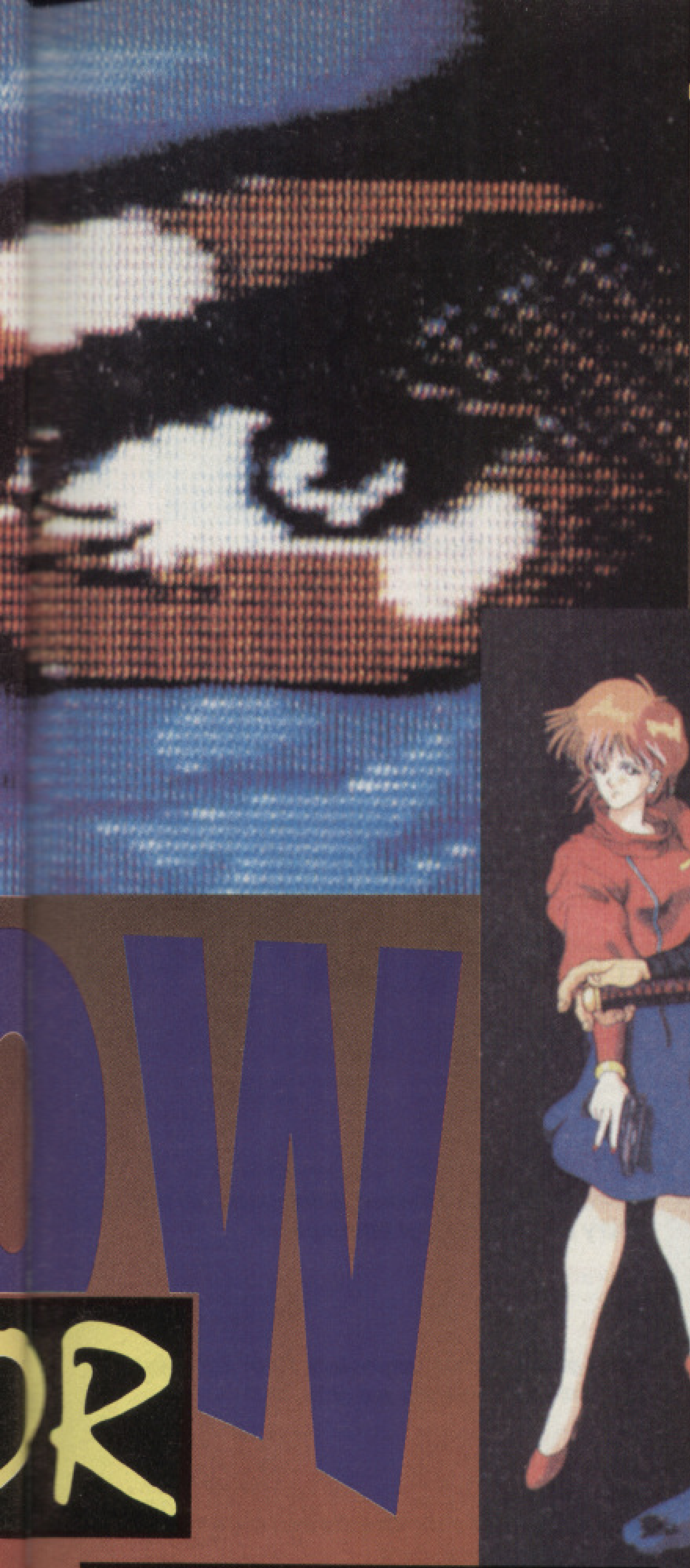


▲ *Ryu fries a squaddie's khaki butt!*



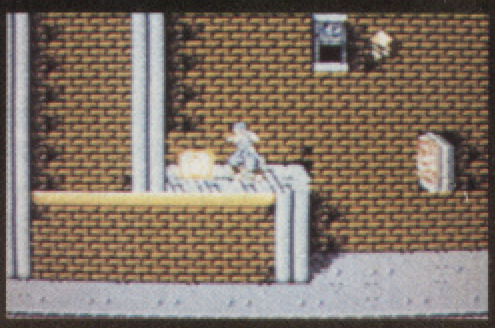


MEGA GAME

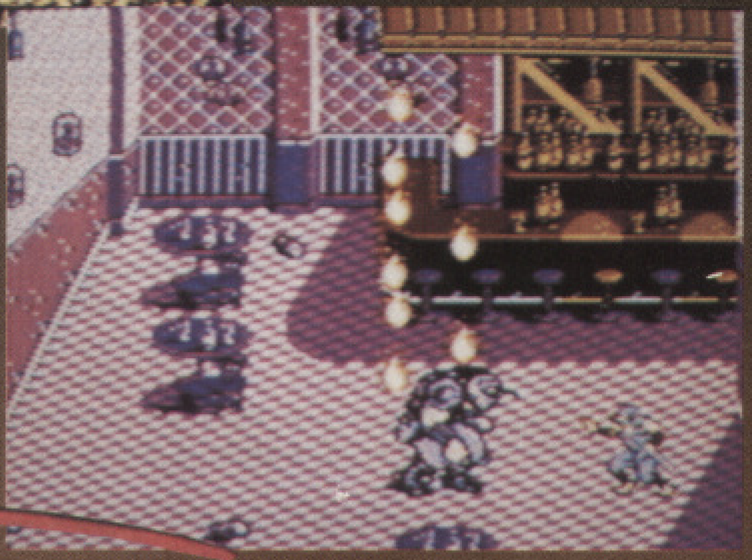




▼ Basaquer - the third member of The Malice Four.



▼ The Art of Fire Wheel takes out the Barbarian!





COMMENT



PAUL

The more I play this game, the more it reminds me of Nintendo Batman. The platform, leaping-between-walls gameplay is very similar, but then, seeing as Batman was one of the best NES games of 1990, that can't be a bad thing. Shadow Warrior's graphics aren't quite as stylish as Batman's but they still do a creditable job. The sprites are detailed and well-animated, and the Tecmo Theater interludes help supply a lot of atmosphere. Shadow Warrior is probably the best arcade-style Ninja game on the NES, so anyone after some Shinobi-type shuriken shenanigans can't go wrong buying this.



▲ The Barbarian on level one



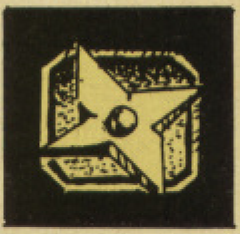
MYSTICAL WEAPONS

If Ryu can find them, he can make use of four different weapons which draw their power from his Spiritual Strength. When that's gone, the weapons are useless!



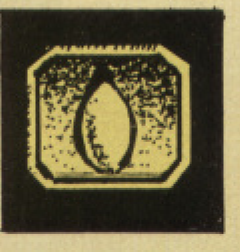
THROWING STAR

Primitive, and not very effective, but at least it kills the more irritating, weaker foes from a distance.



WINDMILL THROWING STAR

More powerful than the ordinary throwing star, and it has the extra effect of swinging backwards, boomerang-style.



THE ART OF FIRE WHEEL

An extension of the Invincible Fire Wheel. This lets Ryu create a fire wheel then cast it towards an enemy.



JUMP 'N' SLASH

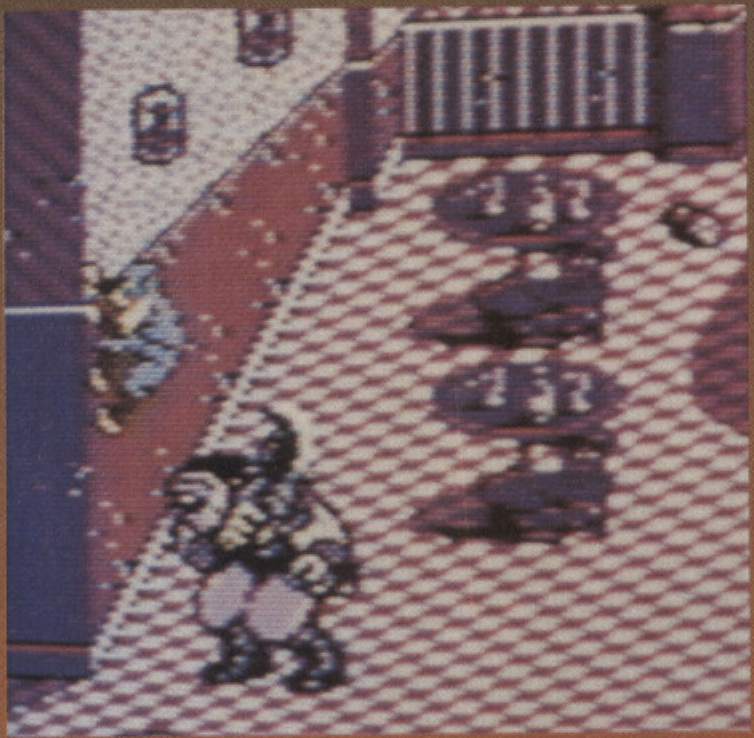
Allows Ryu to perform spin jumps holding his sword so that anything he hits is instantly sliced into little bits suitable for stir-fry.

COMMENT



MATT

The animation of the main sprite is so good that I was instantly impressed by this game, and I was pleased to find the rest of the game, in terms of graphics, sound and gameplay, is up to the same high standard. Don't be put off by the fact that you get an infinite number of continues - you won't be able to finish the game in half an hour, simply because there is so much to get through. The difficulty level is cleverly set, so that every time you lose a life you have to repeat the last part of the level anyway. Often this makes a game frustrating, but in Shadow Warrior it just made me more determined to nail more Ninja ass. Anyone who appreciates quality should make sure their piggy bank is full by September, then rush out and buy this, as it's the best arcade-style game on the NES for yonks.



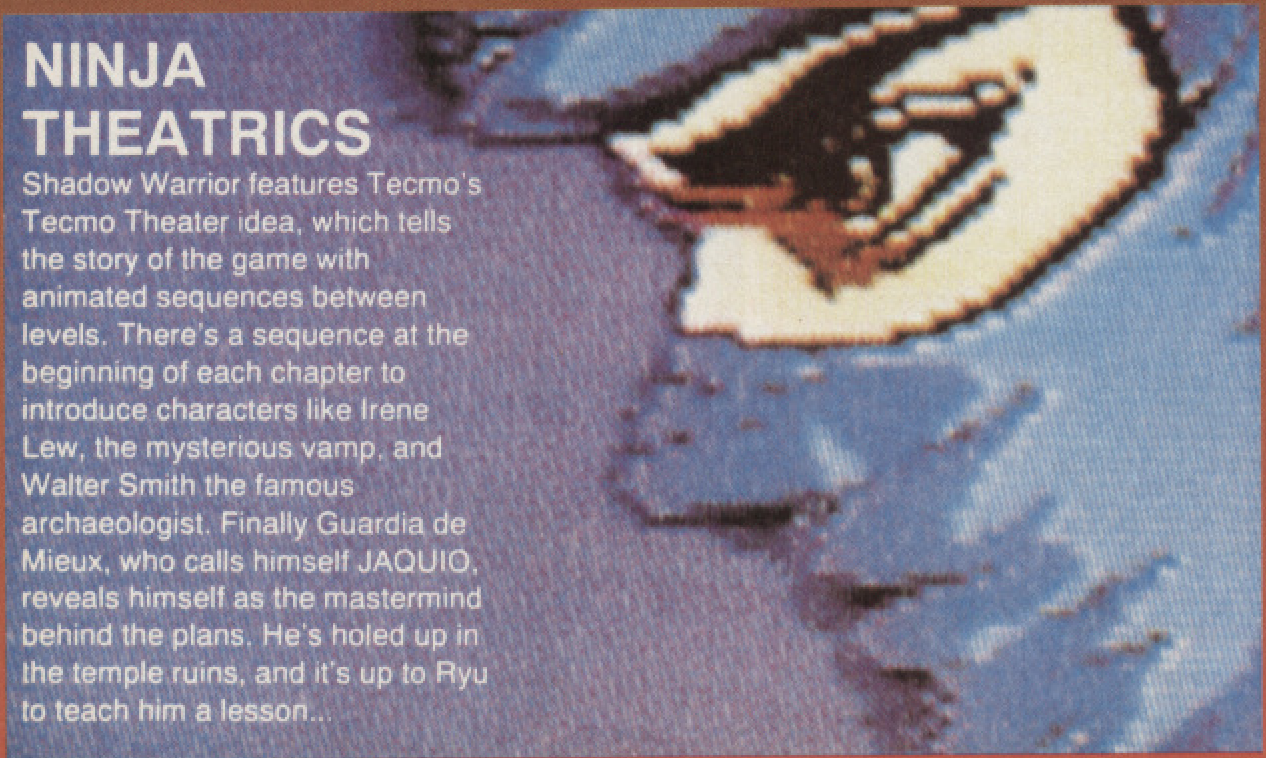
NINJA BINGE

Interestingly enough, Ninja Gaiden was actually reviewed in issue zero of MEAN MACHINES (which was never in the shops), because it was originally scheduled for release last year. Since then, though, it seems that Ninjas have become a taboo subject in Britain, especially when they're the subject of a product aimed at kids (why d'you think the Teenage Mutant *Ninja* Turtles became the Teenage Mutant *Hero* Turtles?). Hence, Ninja Gaiden was transformed into Shadow Warrior. Shadow Warriors is a Tecmo arcade game, which, though similar (insofar as it's a beat 'em up), certainly shouldn't be confused with this Nintendo game.





▲ *Welcome to "Tecmo Theater".*



NINJA THEATRICS

Shadow Warrior features Tecmo's Tecmo Theater idea, which tells the story of the game with animated sequences between levels. There's a sequence at the beginning of each chapter to introduce characters like Irene Lew, the mysterious vamp, and Walter Smith the famous archaeologist. Finally Guardia de Mieux, who calls himself JAQUIO, reveals himself as the mastermind behind the plans. He's holed up in the temple ruins, and it's up to Ryu to teach him a lesson..

SHADOW WARRIOR

BY: TECMO
PRICE: £TBA
RELEASE DATE: SEPTEMBER
GAME DIFFICULTY: MEDIUM
LIVES: THREE
CONTINUES: UNLIMITED
SKILL LEVELS: ONE
RESPONSIVENESS: GREAT

1 PLAYERS

PRESENTATION 92%

Brilliant "Tecmo Theater" animations tell the story and add tons of atmosphere.

GRAPHICS 88%

Most of the sprites (especially Ryu) are great and the backgrounds are nifty, too!

SOUND 80%

Good dramatic soundtracks and the effects are well up to standard.

PLAYABILITY 90%

The fast-paced action will keep lovers of fast arcade action coming back again and again.

LASTABILITY 85%

There are unlimited continues, but beating all 20 levels still takes some doing, and you're sure to keep playing till the end.

OVERALL 90%

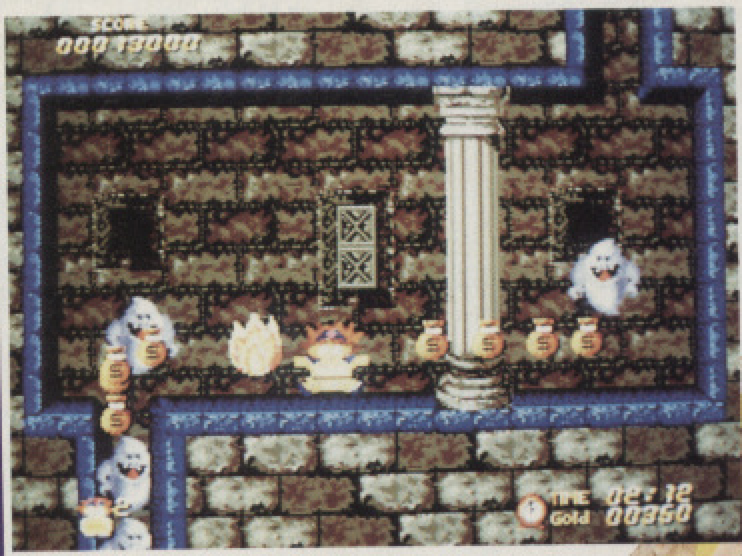
A superbly presented Ninja game which proves very playable.

After the kidnapping of a beautiful princess, someone has to get her back, and slay the evil wizard responsible for the deed! This can mean only one man - the eponymous hero, Wardner, who swears to fight through the Wizard's evil troops and rescue the poor princess.

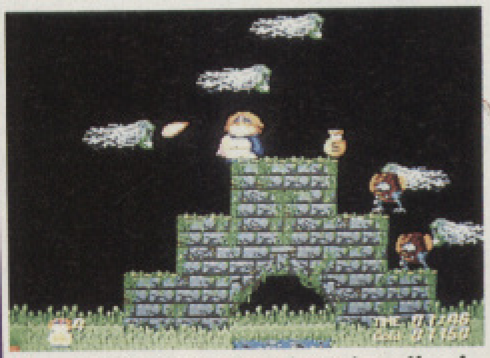
Wardner is a cute platform game, with our lad jumping and shooting his way across each level. Killing foes reveals money, and strategically placed power-ups give Wardner extra zapping ability.

The obligatory end-of-level guardians take their bows, ranging from the dragon on level one to the necromancer on the final stage. Wardner needs special tactics to defeat each monster and cannot rely on fire-power alone. There are plenty of surprises - the guardian on level two looks like the princess until it transmutes into a ferocious spider with a woman's head.

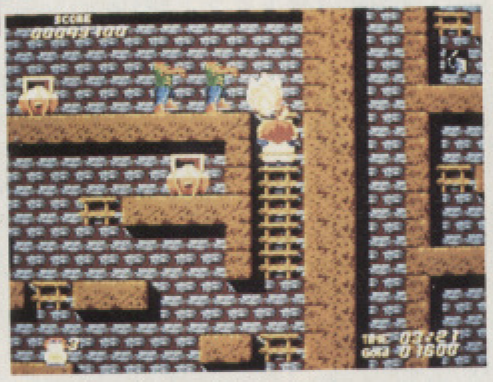
Between levels there's a shop which gives Wardner the opportunity to buy improved weapons, extra fairies (Gary Harrod's fave) or added time. Careful shopping is a must - but remember that all goods are non-returnable.



Wardner goes for the big money, but ends up paying the price!



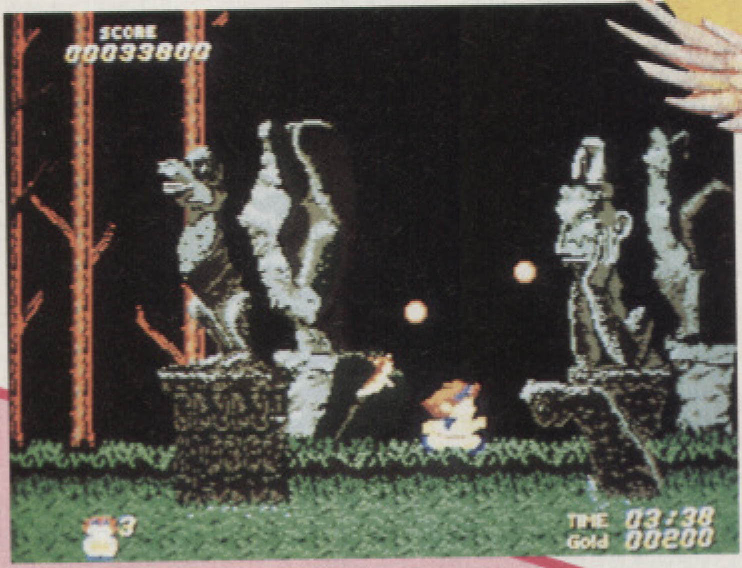
Watch out for the ghoulies!



Duck the fireballs!



Fighting level two's Spider-Boss,

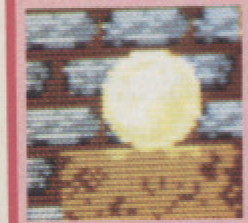


AIEE! Fire-spitting idols!



WEAPONS OF WAR-DNER

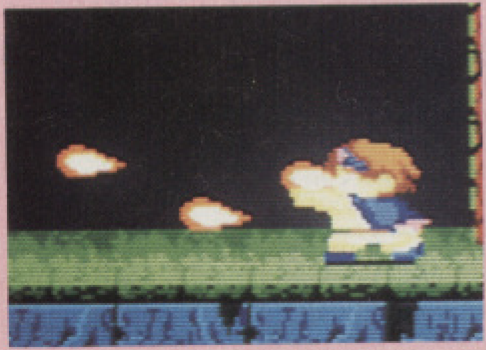
There are four different weapons available to our hero during a game, here's a quick introduction to each.



This icon is very important. It powers-up Wardner's weaponry, and this level of power is kept even if he changes weapons!



DROOPY BALLS: These are thrown quite a long distance and then fall earthwards in an arc.



STRAIGHT BALLS: A lot like the droopy balls, apart from the fact that they aren't affected by gravity.



BENDY BALLS: These balls fire in massive curves, taking out targets perched on high platforms.



BIG BALLS: The most powerful balls kept in Wardner's pockets and very effective when they're whipped out against the baddies.



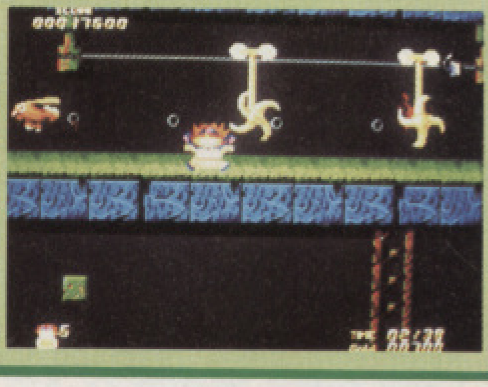


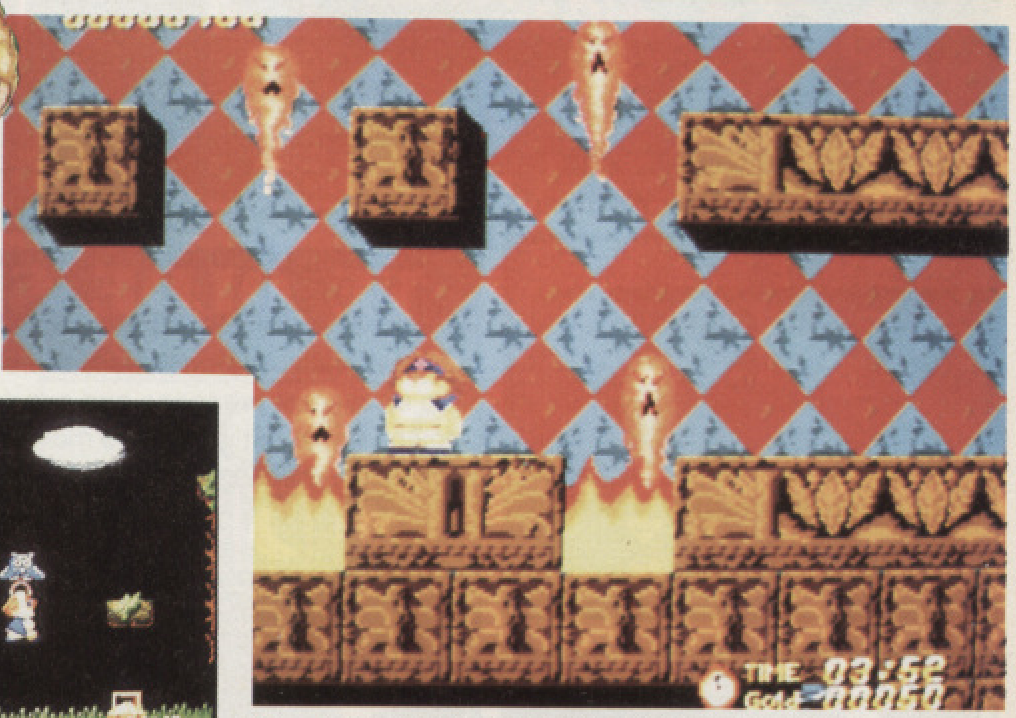
▲ Wardner braves the flame cannon to grab the cash!

NASTY SURPRISES

Things aren't quite what they seem in Wardner, and it's definitely not just a case of moving right across the scrolling landscape and firing blindly. For example on the first level tiny gun turrets, difficult to spot, open fire on the hero as soon as he climbs a rope. Later on he is attacked by giant flies who materialise once our man reaches the top of a stone ziggurat! Other surprises include indestructible eggs, whirling buzz-saws, and moving walkways!







▲ Leap between the flames to cross the gap.

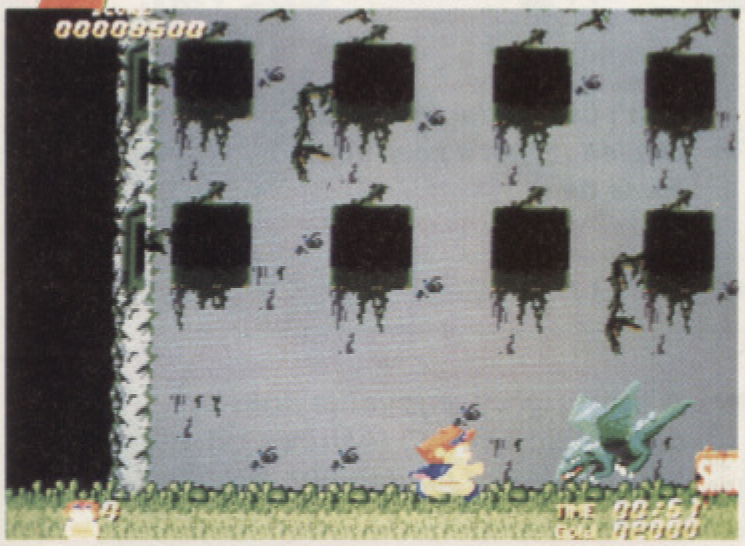


▲ A friendly owl helps out...



▲ ...as does a passing phoenix!

▼ This dragonling guards the end-to level one.





COMMENT

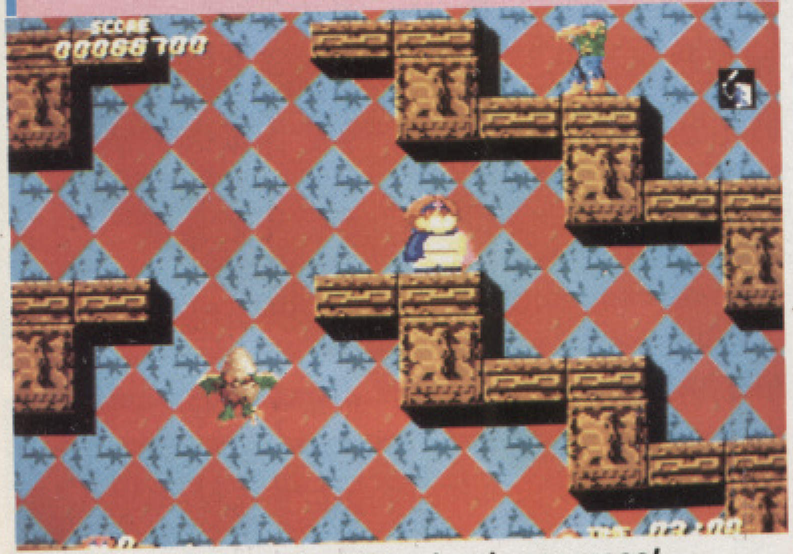


JULIAN

Although it features graphics that are a little fuzzy in places, this conversion of the mega-addictive Wardner coin-op is superb. It's got some of the best tunes yet heard on the Megadrive, more levels and new challenges that weren't even in the original coin-op, and very challenging and highly addictive gameplay... as long as you don't use its pile of continues. As with a lot of Megadrive games, there are far too many continues, and they allow you to finish the game very quickly. If you want to get full value for money out of the game, play one credit at a time, and you'll find it takes plenty of platform skills and good reflexes to get all the way through the game and get a decent highscore. And as long as you remember that, I thoroughly recommend it.

MEET THE BEASTS

Wardner fights a weird array of monsters as he travels through the game. These include Egyptian heads, fire spirits and spiked wheels. On later levels expect to fight flying eggs, headless zombies, walking cannons and even a giant spider with a human head! Each monster requires special tactics to defeat, so experimentation is the key. Some beasts can only be killed with certain weapons so collect everything in sight! Look out for those creatures that can't be killed at all like the fireballs, flying eggs and spiked wheels!



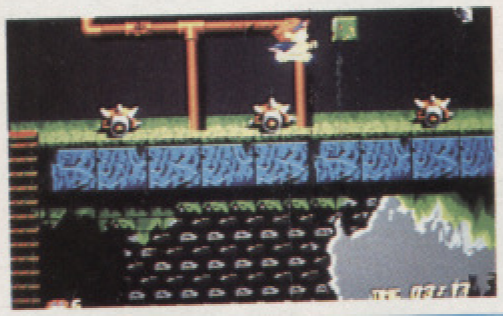
▲ *Winged eggs block Wardner's progress!*

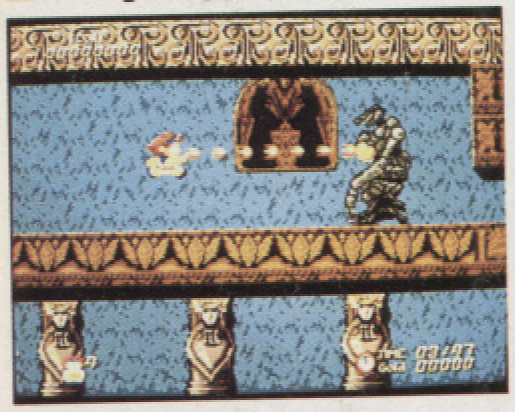
COMMENT

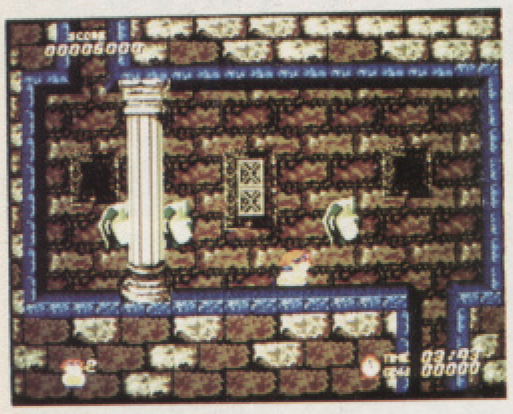


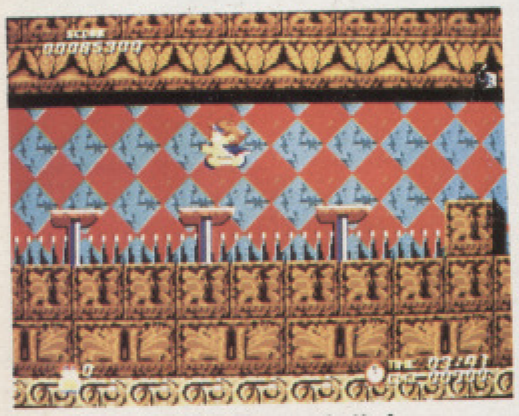
MATT

While Wardner mightn't be as graphically impressive as games like Mickey Mouse and Sonic the Hedgehog, it's certainly got the staying power to keep you challenged long after you've finished the others. There's plenty of platform action on offer, and the funky sound keeps you tapping your toes as you battle all manner of beasties. Although Wardner isn't a big-name coin-op, it's well worth looking up - platform fans will love it.





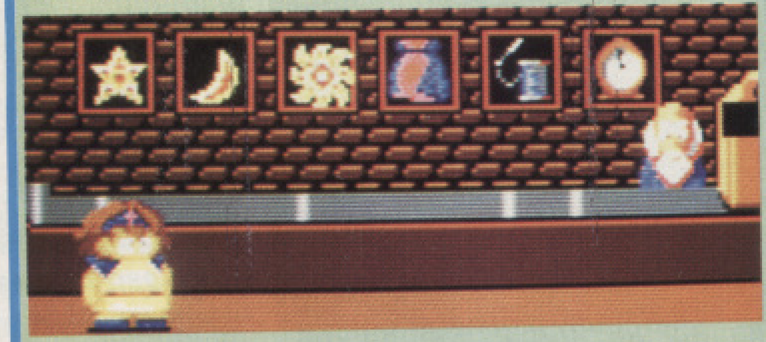


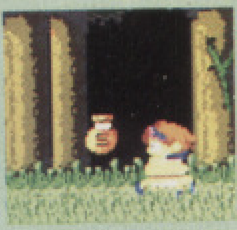


▲ *Jump VERY carefully!*

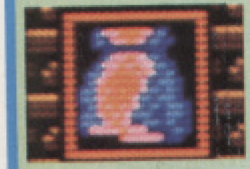
YE OLDE SHOPPE

Occasionally, Wardner visits the shop, where he can top up on new weapons and special items. The only downside is that it all costs money!

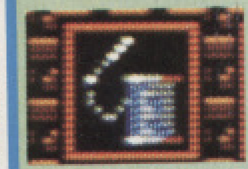




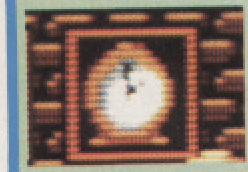
Money is found in many shapes and forms (well, two to be precise). Chests can be opened to yield their monetary load, and blasting meanies provides many money bags to add to your collection.



CLOAK: This protects Wardner from enemy hits.



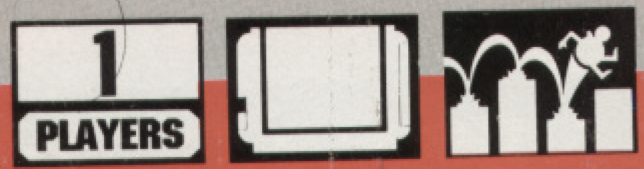
SEWING NEEDLE: Repairs Wardner's cloak, so it can take even more hits!



CLOCK: If the timer runs out, this useful little item automatically kicks in and adds thirty more seconds to the clock.



BY: VISCO
PRICE: £35.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY/MED
LIVES: 4
CONTINUES: 9
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 79%
The story is told in great detail, but unfortunately unless you read Japanese it means nothing.

GRAPHICS 75%
The sprites and backgrounds are slightly fuzzy in places, but are nevertheless similar to their arcade counterparts.

SOUND 85%
Brilliant tunes and electrifying effects make this an aural delight!

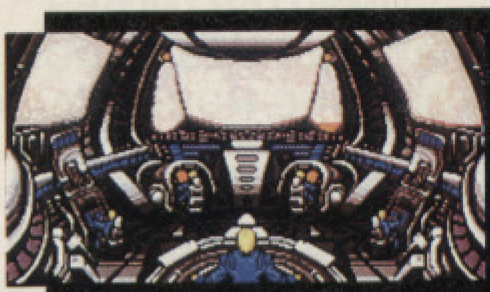
PLAYABILITY 83%
Wardner's a tricky game, and there are plenty of nasty surprises to catch out unwary players.

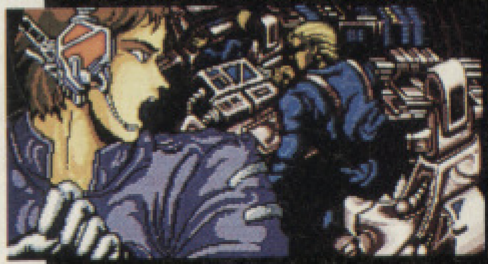
LASTABILITY 81%
Don't use all the continues and you've got a challenge that'll keep you going for quite some time.

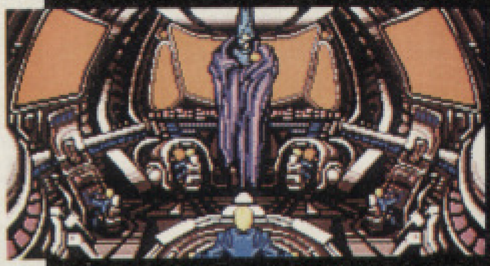
OVERALL 84%
A thoroughly enjoyable coin-op conversion which features great sound and oodles of playability. Highly recommended to platform fans.

牛寺集

MEGADRIVE REVIEW









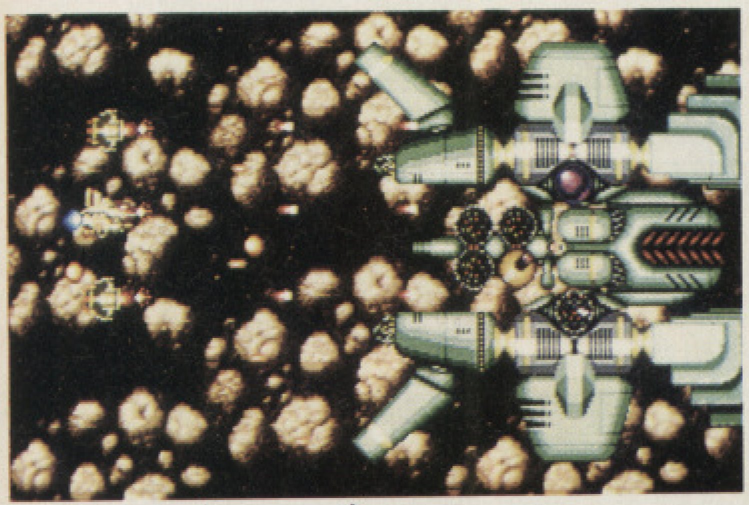


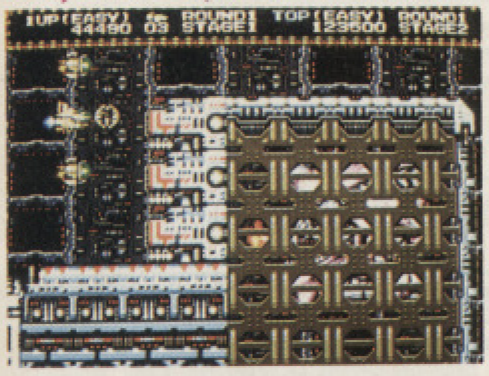
STORY:

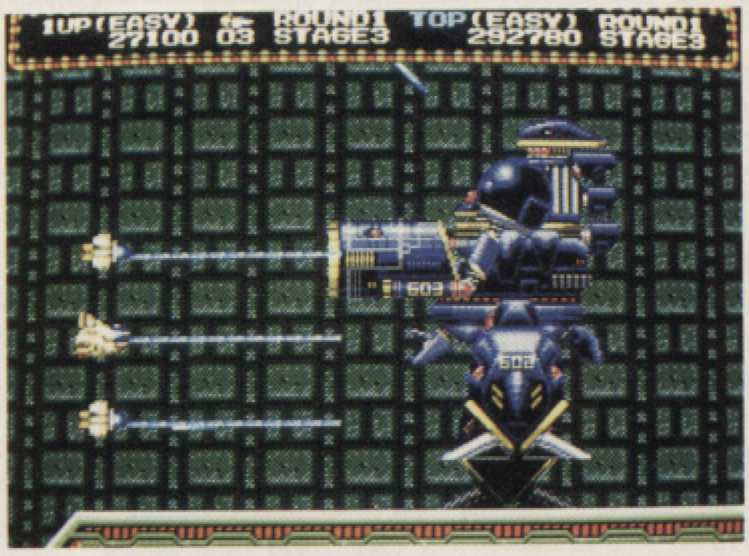
Betrayed! After signing a peace treaty with the CATS star pirates, the Alliance of Pleasant Worlds set about building eight space stations with the help of their new-found confederates. But as the eighth station reached its orbit, a bomb secretly placed aboard by CATS exploded destroying it utterly!

Moments before the station exploded, its captain managed to reach his Zero Wing starfighter and launch it. His mission is now to avenge his betrayed comrades, and bring CATS to justice - dead or alive!

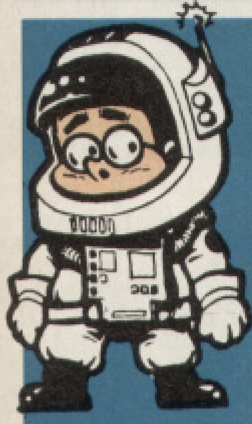








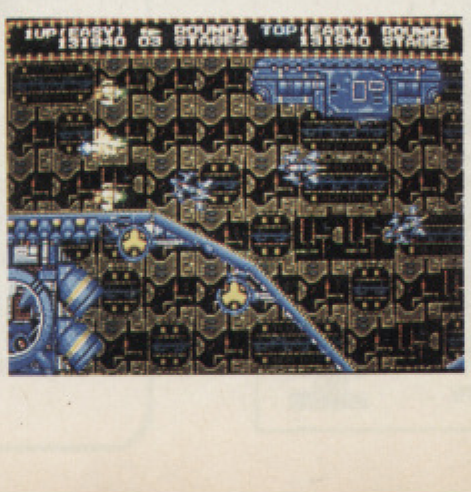
COMMENT



PAUL

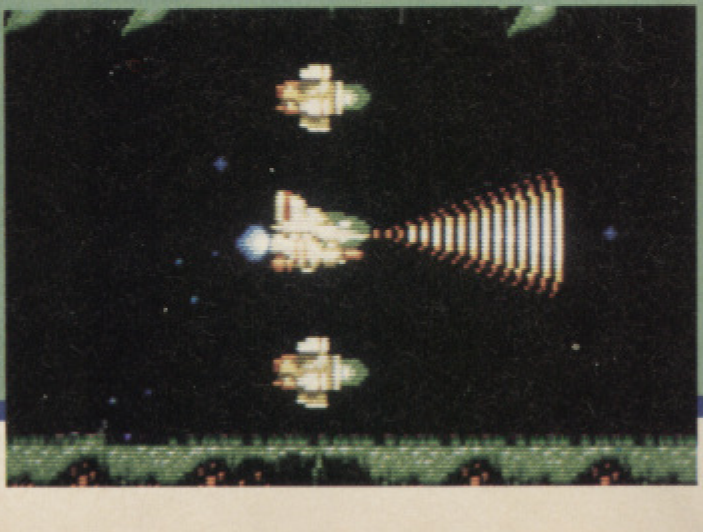
Toaplan have produced some really classy stuff on the Megadrive, and though I don't think Zero Wing plays as well as Hellfire, it's probably their most polished game to date. The opening sequences which set the scene are ace, and the graphics throughout the game are really detailed - the Zero Wing ship itself is a masterpiece of sprite design. One of Zero Wing's best features is that, unlike a lot of Megadrive games, it demands a lot of skill to play well. Fancy flying is essential because there are some tight passages to negotiate, and bullets are constantly flying everywhere. Definitely one of the best Megadrive blasts of recent months!



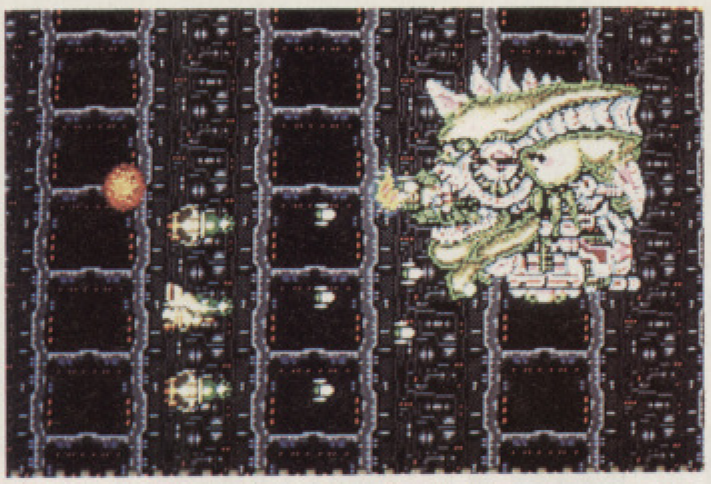


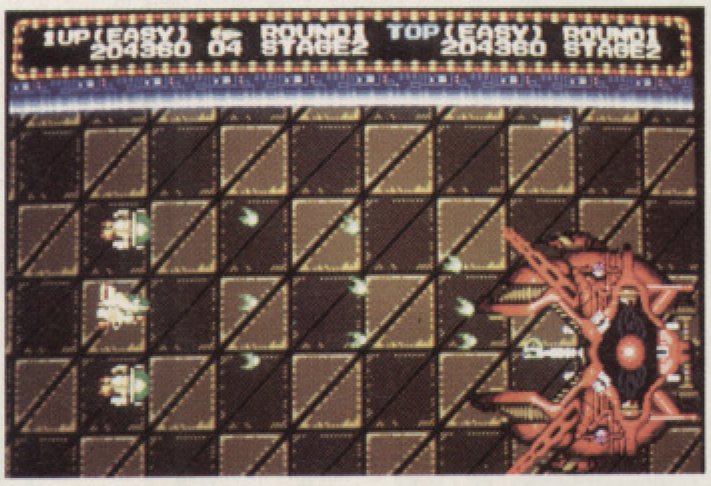
SUCK AND BLOW

Mounted below the Zero Wing's cockpit is a tractor beam projector which, when activated, grabs any small enemy nearby and neutralises it. It is then locked on to the front of the Zero Wing in a stasis field, where it acts as a make-shift forward shield. By reversing the power of the beam, the "shield" can be propelled forwards to destroy another enemy!

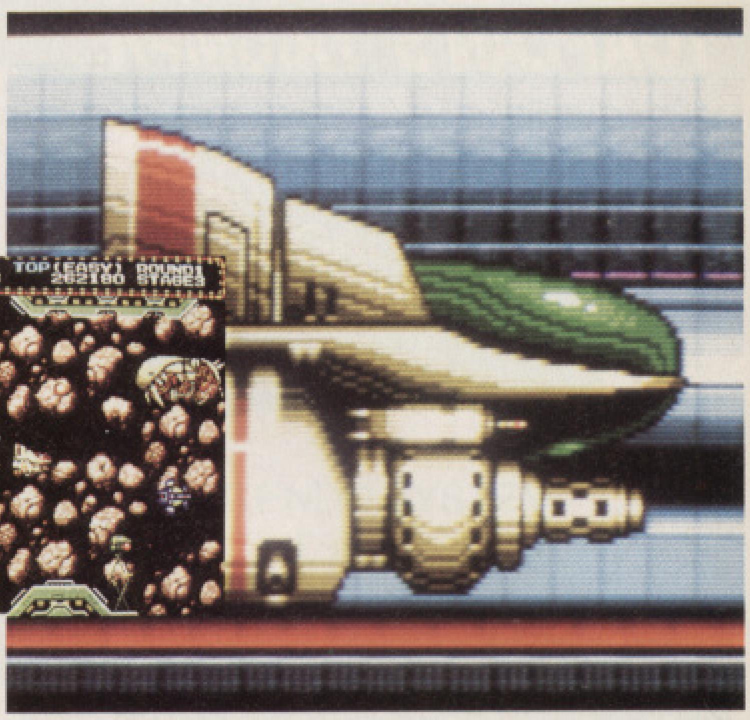








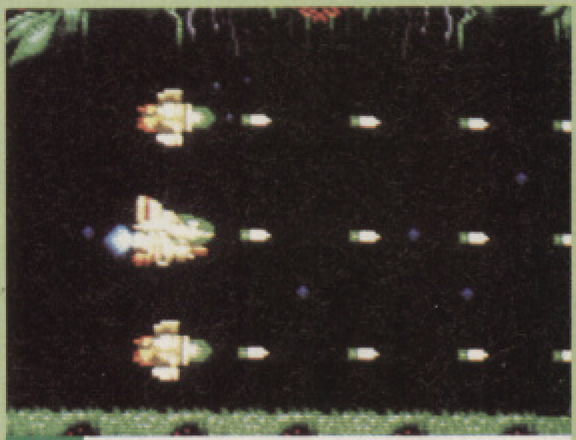




CHOOSE WEAPONS



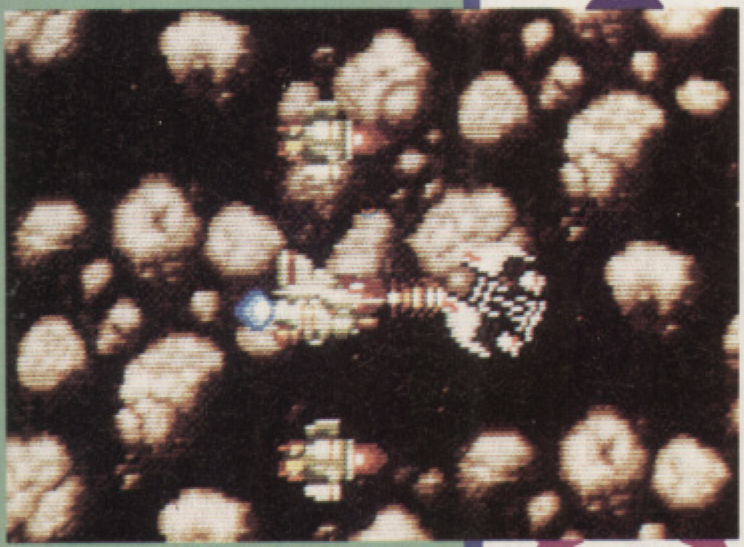
Supply transporters chug past at regular intervals, and when they're destroyed they leave behind one of three weapon pods (which appear in the order below). Collecting further pods of the same colour powers-up the weapon up to three times. Alternatively, the transporters may drop a thrust unit which provides extra manoeuvring speed or an annihilator bomb which creates a sphere of destruction when detonated. Also, watch out for 1-UPs and 10-UPs(!), and the secret super power-up which appears sometimes after you've been through all eight levels and start again at the beginning!

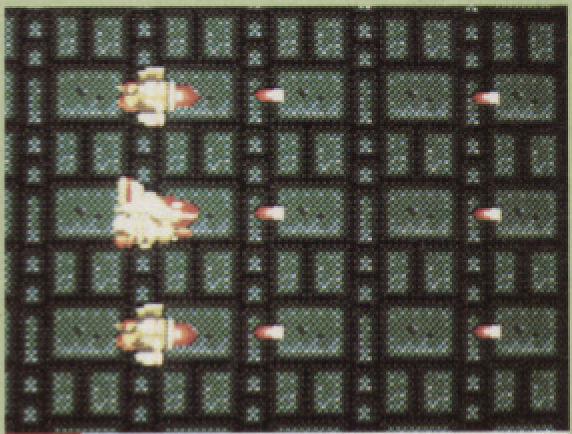


HOMING

Even in its most basic form this shoots up to five streams of rockets which lock on to any nearby enemy and blow it to smithereens. Power-ups make each shot more effective and at full strength this is extremely dangerous to CATS.

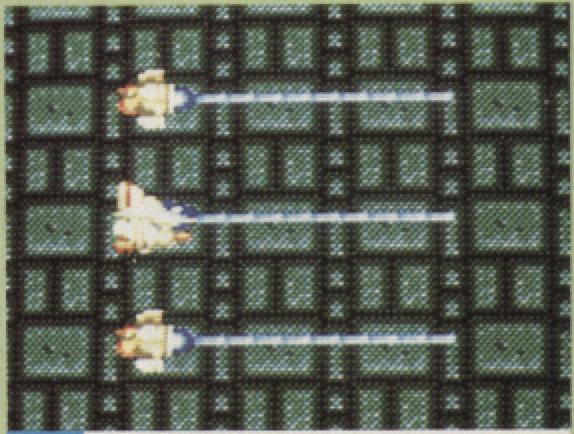
d,





VULCAN

The first weapon is a forward-firing particle cannon, and this pod also equips your ship with the two outrigger drones which treble your firepower and act as shields. Full strength is ten-way forward firepower!

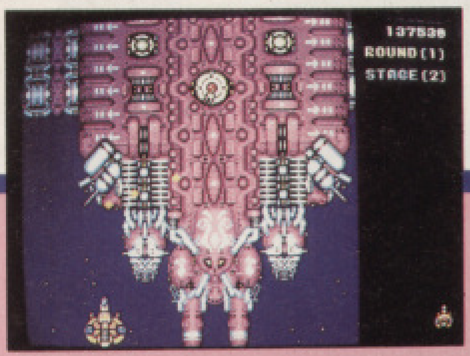


LASER

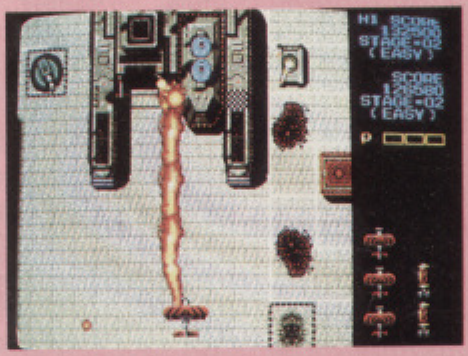
This weapon fires powerful blue beams of laser energy straight ahead. Powers-up to devastating lances of pure plasma which would make even end-of-level bosses quake in their boots if they were wearing any.

TOAPLAN'S TRIUMPHS

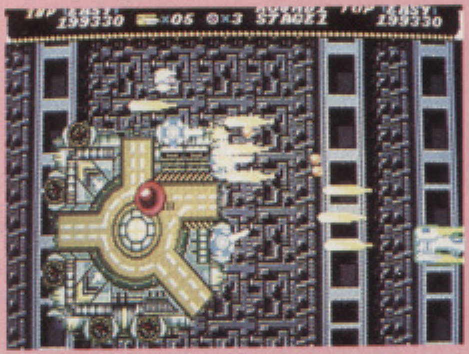
At first Zero Wing looks like a cross between Truxton and Hellfire, but then that's hardly surprising as all three games were programmed by Japanese gamesmiths, Toaplan. Toaplan's Megadrive stuff has so far been limited to shoot 'em ups, almost all of which have been very good indeed - Hellfire is regarded by some as the best space blast on the Megadrive. Their least successful game to date has been Sema! Sema! Sema!, but that may well have been because it was an aircraft shoot 'em up which was released at the same time as a load of other, similar games. Coming soon is a conversion of one of their arcade games, Outzone, an up-the-screen blast which should be available within the next two months.



▲ Truxton

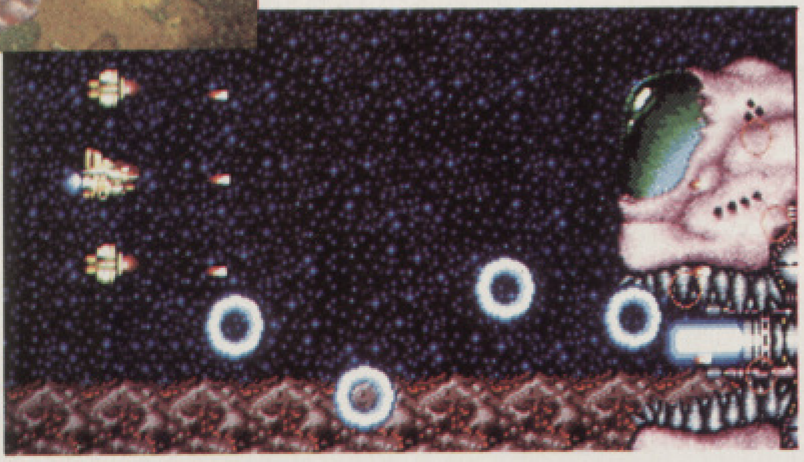


▲ Sema! Sema! Sema!

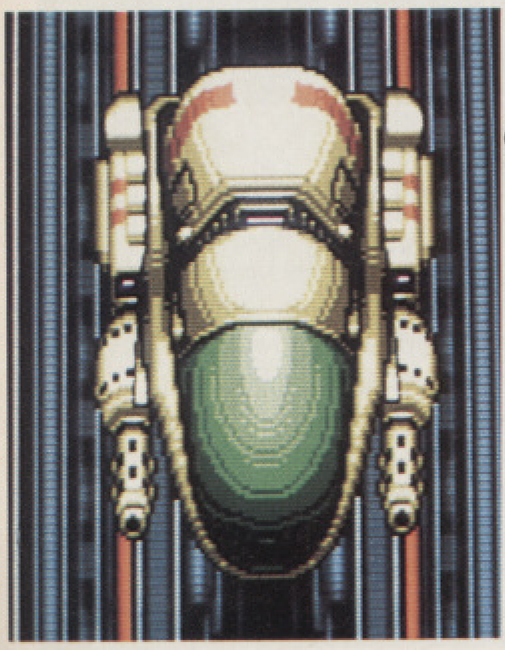


▲ Toaplan's best yet - Hellfire.

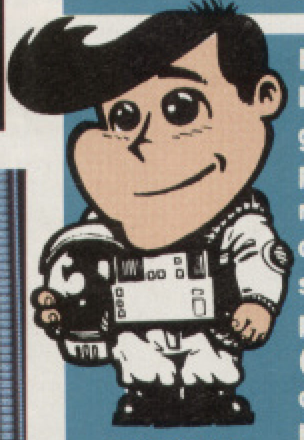






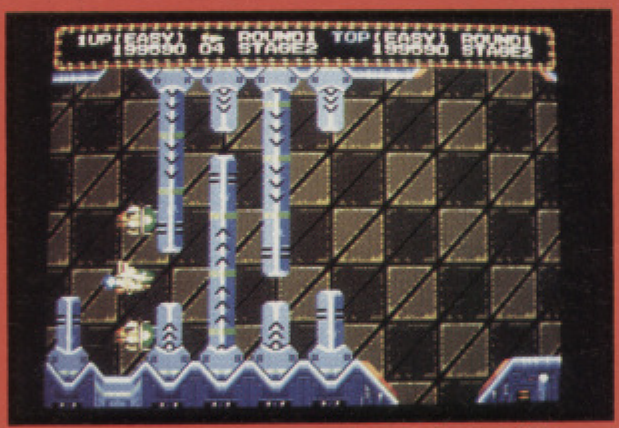


COMMENT



RICH

Hellfire was a pretty brilliant blast by all accounts, combining brilliant graphics and sound with awesome playability. Now Toaplan have returned with Zero Wing, another conversion of a horizontally scrolling coin-op blast - and it's pretty damn good! Considering the (very) tired genre, Toaplan have come up trumps with a game that has a very original graphic style, along with some pretty original weaponry too. The sound (as usual for a Toaplan game) is great, with some pretty decent effects and brilliant tunes. But it's usually the difficulty level of a game that either makes or breaks it, and just like Hellfire, Zero Wing is something of a tough mutha - even on the lowest difficulty setting. So if it's thrills, spills and a high death count you're after, look no further!



BY: TOAPLAN
PRICE: £31.00
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM/HARD
LIVES: 4
CONTINUES: VARIES WITH LEVEL
SKILL LEVELS: THREE
RESPONSIVENESS: FAST

1 PLAYERS

PRESENTATION 92%
Plenty of options and some great introduction screens, which are unfortunately plastered with Japanese text.

GRAPHICS 92%
As well as the terrific intro screens, Zero Wing sports some great-looking sprites and backgrounds!

SOUND 88%
The sound effects are fine, and the background tunes vary from "good" to "real good"!

PLAYABILITY 90%
Plays much like a lot of other shoot 'em ups, it has sufficient innovative touches, and the urge to see the next level keeps you playing.

LASTABILITY 89%
Not as easy to complete as other Megadrive blasts, but even when you do there are still secrets to discover the second time around.

OVERALL 91%
One of the best Megadrive blasts in ages. Well worth saving up for!

Nim Numnutz
FREE Colour catalogue
0279 600204

Special

Over 50,000 people have joined Special Reserve - the club

Nim only sells genuine UK stuff



Gameboy
+ Tetris +batteries
+ stereo headphones
+ two player lead

£69.99

+ **FREE** Special Reserve membership
+ **FREE** Shockware Gameboy holsters

ALLEYWAY	16.99
BALLOON KID	16.99
BURAI FIGHTER DELUXE	16.99
CHESSMASTER	16.99
DOUBLE DRAGON	16.99
DR. MARIO	16.99
GARGOYLES QUEST	16.99
GOLF	16.99
KING OF THE ZOO	16.99
KWIRK	16.99
NINTENDO WORLD CUP	16.99
QIX	16.99
RADAR MISSION	16.99
REVENGE OF GATOR	16.99
SIDE POCKET	16.99
SOLAR STRIKER	16.99
SPIDERMAN	16.99
SUPER MARIO LAND	16.99
TENNIS	16.99
WIZARDS AND WARRIORS	16.99
SHOCKWARE GAMEBOY HOLSTERS + BELT (SHOWN)	7.99



Atari Lynx
+ multi-player lead
+ mains powerpack (essential)
+ **FREE** California Games cartridge
+ **FREE** Special Reserve membership

£99.99

3D BARRAGE	29.99
720 DEGREES	29.99
APB	29.99
BASKETBRAWL	29.99
BLOCK OUT	29.99
BLUE LIGHTNING	12.99
CHEQUERED FLAG	29.99
CHIPS CHALLENGE	18.99
ELECTRO COP	9.99
GATES OF ZENDECON	9.99
GAUNTLET 3	21.99
GRID RUNNER	29.99
KLAX	19.99
LYNX CASINO	29.99
MS PACMAN	19.99
NFL SUPER-BOWL	29.99
PACLAND	29.99
PAPERBOY	19.99
PINBALL SHUFFLE	29.99
RAMPAGE	21.99
ROAD BLASTERS	21.99
ROBO SQUASH	26.99
RYGAR	21.99
S.T.U.N RUNNER	29.99
SCRAPYARD DOG	29.99
SHANGHAI	29.99
SLIMEWORLD	18.99
TOURNAMENT CYBERBALL	29.99
TURBO SUB	29.99
VINDICATORS	29.99
WARBIRDS	29.99
WORLD CUP SOCCER	29.99
XENEPHOBE	19.99
XYBOTS	29.99
ZALOR MERCENARY	19.99
ATARI LYNX KIT CASE (carry bag for Lynx + games)	16.99
ATARI LYNX POWER SUPPLY UNIT	14.99

COMMODORE CDTV
+ Infra Red Control Pad
+ Hutchinsons Encyclopedia on CD
+ Lemmings on CD
+ **FREE** 3.5" Roctec Disk Drive
+ **FREE** Special Reserve Membership

£599.99



CD's for CDTV

A BUN FOR BARNEY	34.49
ADVANCED MILITARY SYSTEMS SERIES	29.49
ALL DOGS GO TO HEAVEN	34.49
AMERICAN HERITAGE DICTIONARY	49.49
ANIMATED COLOURING BOOK	19.49
BARNEY BEAR GOES TO SCHOOL	29.49
BASKETBALL	29.49
BATTLESTORM	29.49
CASE OF THE CAUTIOUS CONDOR	34.49
CINDERELLA	39.49
CLASSIC BOARD GAMES	34.49
COMPLETE WORKS OF SHAKESPEARE	34.49
DEFENDER OF THE CROWN	29.49
DINOSAUR FOR HIRE	16.49
DR. WELLMAN	54.49
F16 FALCON	49.49
FRUITS, VEGETABLES & HERBS	34.49
FUN SCHOOL 3 (2-5 YRS)	24.49
GARDEN PLANTS	34.49
HEATHER HITS HOME	39.49
HORSE RACING	29.49
HOUND OF THE BASKERVILLES	29.49
ILLUSTRATED HOLY BIBLE	34.49
INDOOR PLANTS	34.49
INDOOR SPORTS	29.49
LTV ENGLISH	34.49
MANY ROADS TO MURDER	29.49
MIND RUN	29.49
MOVING STOMACH ACHE	39.49
MUD PUDDLE	34.49
MUSIC MAKER	34.49
MY PAINT	29.49
NINJA HIGHSCHOOL COMIX	16.49
OUR HOUSE	34.49
PAPER BAG PRINCESS	34.49
PSYCHO KILLER	29.49
SCARY POEMS FOR ROTTEN KIDS	39.49
SHERLOCK HOLMES	44.49
SIM CITY	29.49
TALE OF BENJAMIN BUNNY	39.49
THE NEW BASICS ELECTRIC COOKBOOK	39.49
THE TALE OF PETER RABBIT	39.49
THOMAS'S SNOWSUIT	34.49
TIME TABLE OF BUSINESS POLITICS	39.49
TIME TABLE OF SCIENCE & INNOVATION	39.49
TREES AND SHRUBS	34.49
WOMEN IN MOTION	29.49
WORLD VISTA ATLAS	54.49
WRATH OF THE DEMON	29.49
XENON 2, MEGABLAST	29.49

CDTV Compatible Amiga DiskTitles

AWESOME (WITH T-SHIRT)	15.49
BRAT	16.99
CHAOS STRIKES BACK	16.99
COHORT - FIGHTING FOR ROME	19.49
DEFENDER OF THE CROWN	7.49
DUNGEON MASTER	10.99
ELVIRA - MISTRESS OF THE DARK	20.99
EYE OF THE BEHOLDER(SSI)	19.99
GODS	16.99
GOLDEN AXE	16.99
GRAVITY	6.99
GRAVITY	9.99
IMMORTAL	16.99
LEMMINGS	16.99
NAM 1965-75	19.49
OBITUS (WITH T-SHIRT)	22.99
ROBOCOP 2	16.99
ROCKET RANGER	7.49
SPACE QUEST 3 (SIERRA)	26.49
SPEEDBALL 2	16.99
TETRIS	13.49
TURRICAN 2	15.49
VENUS - THE FLY TRAP	8.99

FREE 3.5" DRIVE with Every CDTV



A CDTV is a home entertainment centre that allows you to:

* Play leisure and educational titles
* Have access to vast libraries of information (up to 550 megabytes per CD)
* Play audio CD's (when linked to stereo)
* Play CDG's (audio CD's with Graphics)

At the heart of a CDTV is a 1 meg Amiga, so Amiga games which work without a keyboard will play on a CDTV when fitted with a 3.5" disk drive - that's why we give the drive FREE.

CDTV can be connected to a televison via PAL or SCART. If your TV has SCART input we recommend our optional SCART lead for enhanced (RGB) picture quality.

See also our stereo speakers with built-in amplifiers.

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.

Inter-Mediates Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. VAT reg. no. 424 8532 51

TV/MONITOR PAL/SCART

GOLDSTAR 4902 14" TV/MONITOR WITH REMOTE. shown here connected to a CDTV plus Roctec Stereo speakers

£199.99



ROCTEC EXTERNAL STEREO SPEAKERS WITH BUILT-IN AMPLIFIERS FOR CDTV, AMIGA, ST or IBM PC	34.99
SCART LEAD for Amiga or CDTV *(Give monitor quality image on TV with SCART input)*	9.99
ROCTEC 3.5" EXTERNAL AMIGA/CDTV DRIVE	53.99



COMPETITION PRO STAR EXTRA FOR NES	15.49
NES ADVANTAGE JOYSTICK	32.99
NES DOUBLE PLAYER REMOTE JOYSTICK	39.99
NES FOUR SCORE (4 PLAYER ADAPTOR)	26.99
NES MAX TURBO JOYPAD	22.99
NES ZAPPER LIGHT GUN	26.99

Nintendo Entertainment System
+ Two joypads
+ Teenage Mutant Hero Turtles Game
+ **FREE** Special Reserve membership

£91.99

AIRWOLF	16.99
BAD DUDES	27.99
BATMAN	31.99
BAYOU BILLY	27.99
BLACK MANTA	24.99
BUBBLE BOBBLE	19.99
DONKEY KONG CLASSICS	16.99
DOUBLE DRAGON	27.99
DOUBLE DRAGON 2	31.99
DOUBLE DRIBBLE	19.99
DUCK TALES	31.99
EXITEBIKE	16.99
FAXANADU	24.99
GAUNTLET 2	31.99
GHOSTBUSTERS 2	27.99
GHOSTS AND GOBLINS	19.99
GOLF	19.99
GRADIUS	19.99
GREMLINS 2	31.99
GUNSMOKE	19.99
IRON SWORD	27.99
JACK NICKLAUS GOLF	27.99
LIFE FORCE	19.99
MEGA MAN	27.99
MEGA MAN 2	31.99
NINTENDO WORLD CUP	24.99
PAPERBOY	16.99
PINBOT	24.99
PROBOTECTOR	24.99
PUNCH OUT	19.99
RAD GRAVITY	24.99
RAD RACER	24.99
RESCUE	19.99
RUSH 'N' ATTACK	24.99
RYGAR	19.99
SILENT SERVICE	27.99
SKATE OR DIE	19.99
SNAKE RATTLE AND ROLL	19.99
SOCCER	19.99
SOLAR JETMAN	24.99
SOLOMONS KEY	16.99
SPY VS SPY	16.99
STEALTH ATF	24.99
SUPER MARIO BROS	19.99
SUPER MARIO BROS 2	31.99
SUPER OFF ROAD RACER	19.99
TEENAGE MUTANT HERO TURTLES	27.99
TENNIS	19.99
TETRIS	19.99
TIGER HELI	16.99
TO THE EARTH	19.99
TOP GUN	24.99
TRACK AND FIELD 2	24.99
TURBORACING	27.99
WIZARDS AND WARRIORS	16.99
WORLD WRESTLING	27.99

…ub

Reserve SHOCKING PRICES

which gives you more for your money with no obligation to buy.

Sega Gamegear

+ **FREE** Special Reserve membership
+ **FREE** Mains Adapter (essential)

£99.99



COLUMNS	16.99
DRAGON CRYSTAL	19.99
G-LOC	19.99
GOLDEN AXE	19.99
MICKEY MOUSE	19.99
PSYCHIC WORLD	16.99
SHINOBI	19.99
SUPER MONACO GP	16.99
WONDER BOY	16.99

We only supply members but you can order at the same time as joining

Special Reserve

£6.00 membership includes:

NRG CYBERZINE

NRG colour magazine, with **N**ews, **R**eviews & **G**raphics and featuring the adventures of the **Neu-Real Gamers** Cyberpunk street gang. ***NRG*** is sent to all members bi-monthly and includes the Special Reserve top ten charts, a release schedule of forthcoming games and a full catalogue of club offers.

7-Day Sales hot-lines, 9am to 8pm weekdays. 9am to 5pm Sat. 10am to 5pm Sun. 0279 600204.

Enquiries hot-lines, dedicated to after-sales service. 9am to 5pm weekdays. 0279 600205.

Fast despatch of stock items. Over 40,000 games in stock. Games sent ***individually wrapped***.

Written receipt of order, and we issue ***refunds on request*** in the event of any delay.

Best Prices and Best Service, that's why over ***50,000 people*** have joined Special Reserve.

ANNUAL UK MEMBERSHIP **£6.00**
UK £6.00 EEC £8.00 WORLD £10.00

Sega Megadrive

+ Altered Beast
+ Joypad
+ **FREE** extra TURBO Joypad
+ **FREE** Special Reserve Membership

£149.99



AFTERBURNER 2	27.99
ALEX KIDD IN THE ENCHANTED CASTLE	24.99
ALTERED BEAST	27.99
ARNOLD PALMER TOURNAMENT GOLF	27.99
ARROW FLASH	27.99
BATTLE SQUADRON	31.99
BLOCK OUT	31.99
BUDOKAN	31.99
CENTURION - DEFENDER OF ROME	31.99
COLUMNS	24.99
CRACK DOWN	27.99
CYBERBALL	27.99
DICK TRACY	31.99
DYNAMITE DUKE	27.99
ESWAT	27.99
FAERY TALE ADVENTURE	31.99
FORGOTTEN WORLDS	27.99
GAIN GROUND	27.99
GHOSTBUSTERS	27.99
GHOULS N GHOSTS	35.99
GOLDEN AXE	27.99
HARD BALL	28.49
HERZOG ZWEI	27.99
ISHIDO	24.99
J.B. DOUGLAS BOXING	27.99
JAMES POND	31.99
JOHN MADDENS (U.S) FOOTBALL	31.99
KINGS BOUNTY	31.99
LAST BATTLE	27.99
MICKEY MOUSE	31.99
MIGHT AND MAGIC	31.99
MOONWALKER	27.99
MYSTIC DEFENDER	27.99
ONSLAUGHT	28.49
PGA GOLF TOUR	31.99
PHANTASY STAR 2	47.99
POPULOUS	31.99
RAMBO 3	24.99
REVENGE OF SHINOBI	27.99
SHADOW DANCER	27.99
SPACE HARRIER 2	27.99
STAR CONTROL	28.49
STRIDER	35.99
SUPER HANG ON	27.99
SUPER LEAGUE BASEBALL	27.99
SUPER MONACO GRAND PRIX	27.99
SUPER REAL BASKETBALL	27.99
SUPER THUNDERBLADE	27.99
SWORD OF SODAN	31.99
SWORD OF VERMILLION	35.99
THUNDERFORCE 2	27.99
TRUXTON	27.99
TURRICAN	28.49
TWIN HAWK	27.99
WONDERBOY 3	27.99
WORLD CUP ITALIA 90	24.99
ZANY GOLF	31.99
ZOOM	24.99

CHAMP EXPLORER JOYSTICK FOR MEGADRIVE	19.99
COMPETITION PRO STAR EXTRA FOR MEGADRIVE	15.49
SEGA MEGADRIVE ARCADE POWER STICK	34.99
SEGA MEGADRIVE POWER BASE CONVERTER (Allows use of master system Games))	28.49
TURBO (RAPID FIRE) SEGA MEGADRIVE JOYPAD	14.99

HARDWARE PRICES INCLUDE UK MAINLAND CARRIAGE. WE DO NOT SHIP HARDWARE OVERSEAS



Sega Master System

£59.99

+ Two Joypads
+ Alex kidd
+ **FREE** Special Reserve membership

Sega Master Plus System

£79.99

+ Light Phaser Gun
+ Alex Kid
+ Marksman Games
+ **FREE** Special Reserve membership

COMPETITION PRO STAR EXTRA FOR SEGA MASTER SYSTEM	13.99
SEGA MASTER CONTROL STICK	14.99
SEGA MASTER LIGHT PHASER GUN	29.99
SEGA MASTER LIGHT PHASER GUN WITH TRAP SHOOTING, MARKSMAN SHOOTING AND SAFARI HUNT	44.99
SEGA MASTER RAPID FIRE UNIT	7.99
QUICKJOY SG JETFIGHTER JOYSTICK FOR SEGA MASTER SYSTEM	13.99

ACE OF ACES	26.99
ACTION FIGHTER	11.99
AERIAL ASSAULT	24.99
AFTERBURNER	24.99
ALEX KIDD IN HIGH TECH WORLD	24.99
ALEX KIDD IN SHINOBI WORLD	24.99
ALEX KIDD LOST STARS	24.99
AMERICAN BASEBALL	24.99
AMERICAN PRO FOOTBALL	24.99
AZTEC ADVENTURE	11.99
BOMBER RAID	24.99
CALIFORNIA GAMES	24.99
CASINO GAMES	24.99
CHASE HQ	24.99
COLUMNS	19.99
CYBORG HUNTER	19.99
DICK TRACY	24.99
DOUBLE DRAGON	24.99
DYNAMITE DUX	24.99
ENDURO RACER	9.99
ESWAT	24.99
F16 FIGHTER	15.99
FIRE AND FORGET 2	24.99
GAIN GROUND	24.99
GAUNTLET	24.99
GHOSTBUSTERS	24.99
GHOULS N GHOSTS	24.99
GOLDEN AXE	24.99
GOLDEN AXE WARRIOR	26.99
GOLFAMANIA	26.99
GREAT GOLF	19.99
HEAVYWEIGHT CHAMP	19.99
IMPOSSIBLE MISSION	24.99
INDIANA JONES	24.99
JOE MONTANA FOOTBALL	24.99
JUNGLE FIGHTER	24.99
MICKEY MOUSE	24.99
MONOPOLY	24.99
MOONWALKER	24.99
NINJA	9.99
OPERATION WOLF	24.99
OUTRUN	24.99
PAPERBOY	24.99
PARLOUR GAMES	15.99
PRO WRESTLING	24.99
PSYCHIC WORLD	24.99
R-TYPE	24.99
RAMBO 3	24.99
RASTAN	24.99
RESCUE MISSION	9.99
SECRET COMMAND	11.99
SHANGHAI	19.99
SHINOBI	24.99
SUBMARINE ATTACK	24.99
SUPER MONACO GRAND PRIX	24.99
SUPER REAL BASKETBALL	19.99
SUPER TENNIS	9.99
TEDDY BOY	9.99
TRANSBOT	9.99
ULTIMA 4	31.99
WONDERBOY	19.99
WONDERBOY 3	24.99
WORLD SOCCER	19.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS
(PLEASE PRINT IN CAPITALS)

Name & Address ____________________

Post Code __________ Tel. __________

Machine type __________

Payable to: **Special Reserve**
P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. [ ]

Special Reserve annual membership MEAN13
£6.00 UK, £8.00 EEC, £10.00 World

PLEASE ENTER MEMBERSHIP FEE £

Item £

Item £

Item £

Software Prices include UK or EEC Postage.
World software orders please add £1.00 per item.
For non-software items such as joysticks please add Overseas carriage of10% EEC or 25% World (no UK charge).
Overseas orders must be paid by credit card.

£

Credit card issue/expiry date

*CHEQUE/*POSTAL ORDER/*MASTERCARD/*VISA/*ACCESS

REVIEW



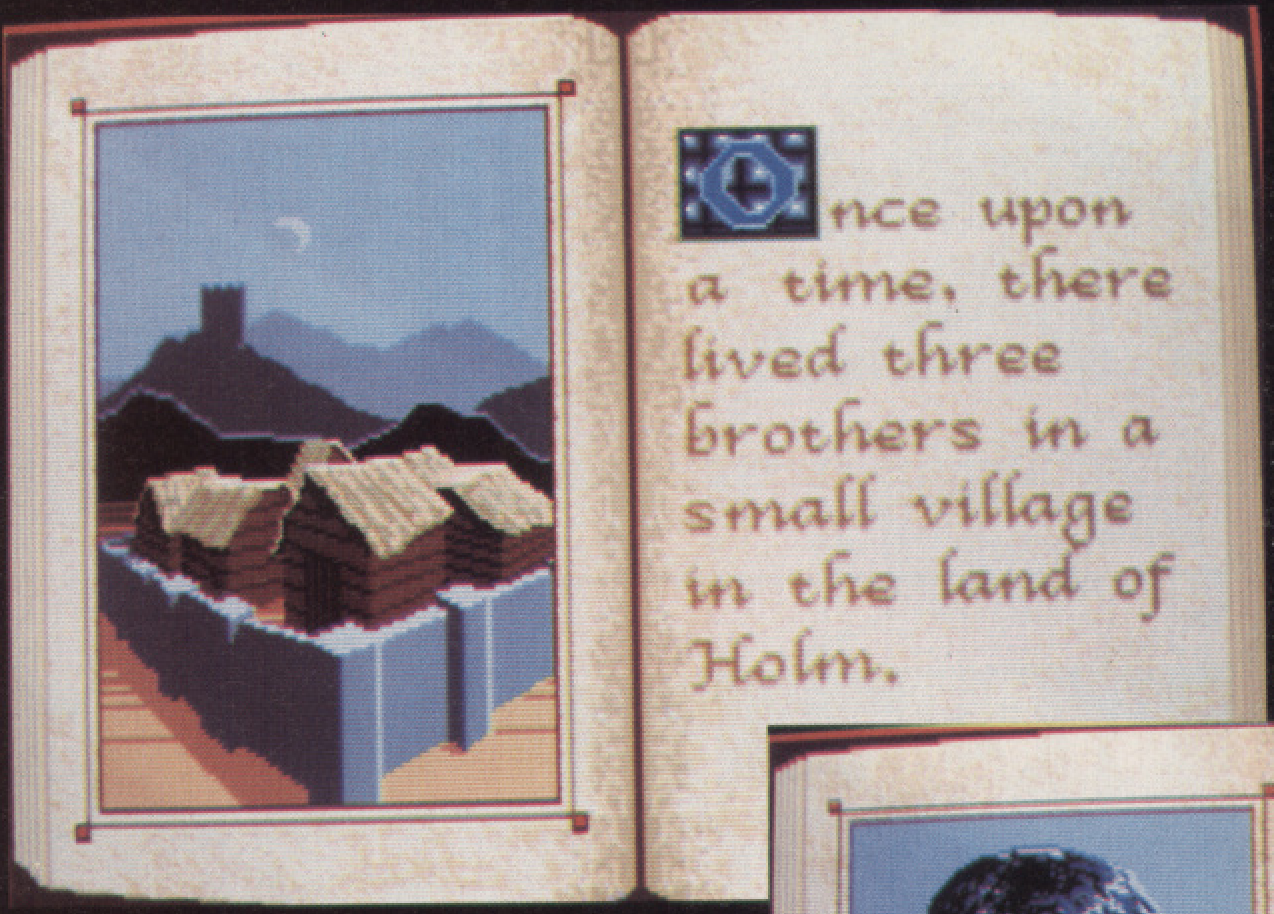
Once upon a time, when everyone was happy and commuting had yet to be invented, there was a clever young lad called Julian who lived with his two brothers in the land of Holm. Life for them and their countrymen was peaceful until, just when it looked like things couldn't get any better, bad fortune struck the land.

Crops failed and Holm was invaded by hordes of ugly monsters from the Seventh Level of Hell. Back in Julian's home town, the town elders decided that only a magical talisman could save the land from the invaders - but the talisman had been stolen! Julian, being the bravest and most handsome young fellah-me-lad in the neighbourhood, volunteered to set out to recover the item and free his land from menace. And his brothers vowed that if Julian couldn't find it, they would take up their swords and complete the quest.

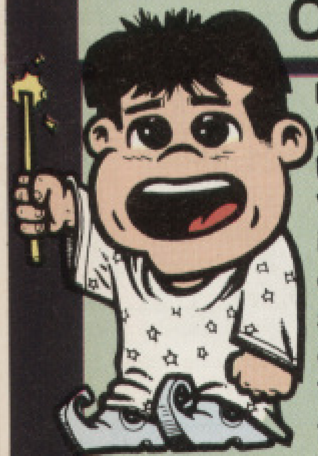
This adventure game casts the player as Julian (and if he dies on the quest, as his brothers) as he travels through the land, fighting monsters and seeking treasure on the road to the talisman. Folks he meets on the way provide information and, if Julian has enough money, the chance to pick up weapons, provisions and spells so that he stands a chance of surviving longer than ten minutes!



▲ *Julian runs into some shady characters on the bridge!*



COMMENT

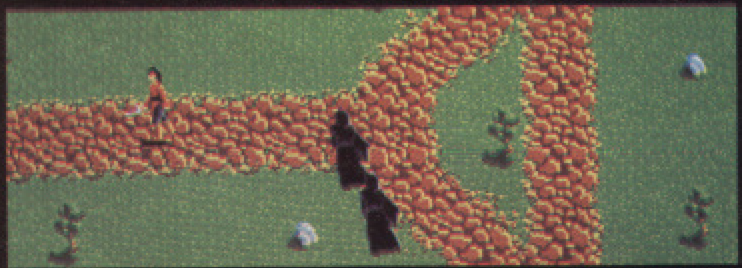


MATT

I've been changing my poor opinion of console RPGs recently because of games like Sword of Vermilion and King's Bounty. This is a large step in the wrong direction though. It's graphical style is very similar to SOV, but the gameplay is much more limited. There are loads of things to do and the land is huge but I didn't find the overall situation particularly enthralling - in fact it didn't interest me at all. So the whole game left me uninvolved and rather bored, and although this is technically great game I just can't recommend it personally. Try Might and Magic II if you fancy a Megadrive RPG or adventure this month. I think that's a lot more challenging.

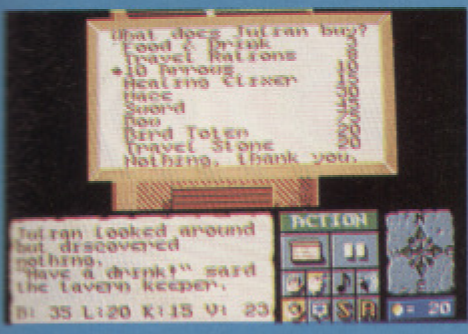






◀ *Will this old bloke have any useful advice?*

VITAL STATISTICS



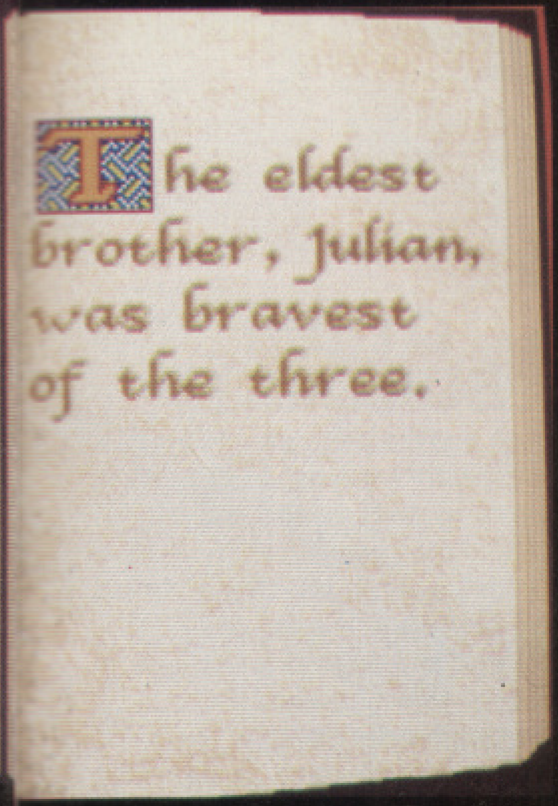
Julian keeps track of his abilities through the narration scroll which displays his last action, as well as four main scores, Bravery (attack strength), Luck (determines the likelihood of being resurrected), Kindness (shows how willing other characters are to talk), and Vitality (basically, health - if this reaches zero, it's bye-bye, matey).

BITS'N'BOBS



Julian starts off carrying only a dagger, but later gets the chance to grab a load of goodies. Extra weapons, in the shape of bows, maces, and dirks give him additional fighting power, and glass vials revive lost vitality after a punch up. Green jewels provide light in gloomy, wet passages. Gold rings halt time for a short while, so Julian can rush over and kill any monsters in his vicinity without getting hurt himself. Other fab items to look out for include Blue stones for teleporting and Crystal Orbs for finding secret doors.

▼ *Julian's bravery makes him stronger in combat.*



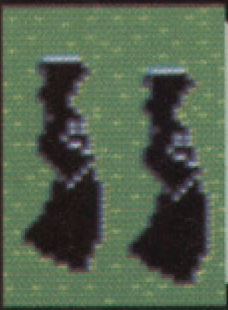
MONSTER MASH

A change of music signals the approach of a monster so let's have a peek at a selection!



SKELETON

These are the weediest creatures in the game, but watch out if they're in groups! They often carry useful items which they drop when killed.



WRAITHS

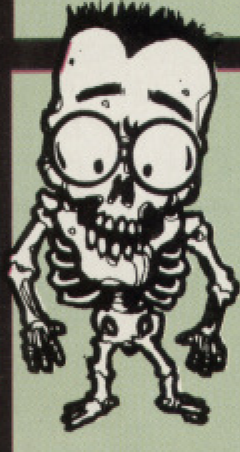
These cause Julian a few hassles early in the game, but once he's a bit tougher they are cream puffs. Try to grab their treasure just before they vanish.



BOWMEN

These give Julian grief no matter how strong he has become. Close on them quickly and kill them before they release too many arrows.

COMMENT



PAUL

As I recall, the Amiga version of this created quite a stir a few years back, but how standards have changed since then! If you've played Sword of Vermillion you'll know how good a Megadrive role-playing game can be, and Faery Tale Adventure isn't half as much fun to play. The scenery graphics aren't bad, although they're a bit too jolly to create any atmosphere of imminent danger, but the tiny character sprites mince around looking appalingly weedy. Graphical discrepancies wouldn't be so bad if there was enough gameplay to keep you distracted, but there isn't, and you're never given a firm idea about what you should do next. Talking to the characters is pretty pointless because they rarely have anything informative to say and the combat section is, frankly, feeble. If you want a really good RPG spend the £40 on Sword of Vermillion, which is a much better game all round.



BY: ELEC ARTS
PRICE: £39.99
RELEASE DATE: JULY
GAME DIFFICULTY: TOUGH
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: ONE
RESPONSIVENESS: POOR

1 PLAYERS

PRESENTATION 70%

The brief scene-setting sequence is pleasant, but the 36-rune save game system is far too long-winded.

GRAPHICS 69%

The game is displayed in a sort of semi-3D view which has weedy monster sprites wandering around it.

SOUND 74%

The nice soundtracks are probably the game's best feature, although the effects are poor.

PLAYABILITY 60%

At first, the hero seems to die every twenty seconds making this a very difficult game to get into.

LASTABILITY 70%

This adventure is huge, so in the unlikely event that you're willing to persevere it could last for weeks.

OVERALL 61%

A dull role-playing game which won't convert non-adventurers to the cause, especially not at this price.

牛寺集

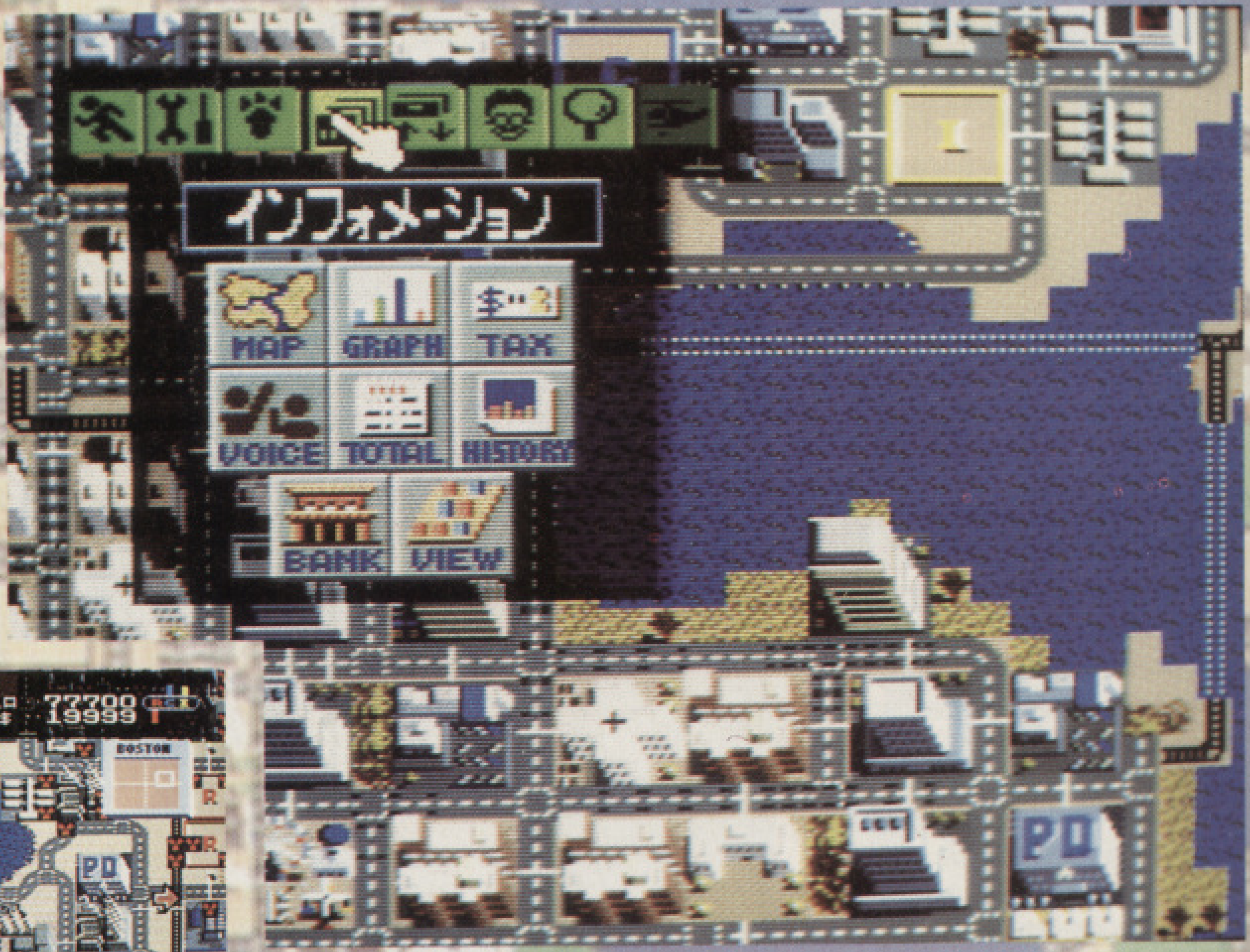
FAMICOM REVIEW

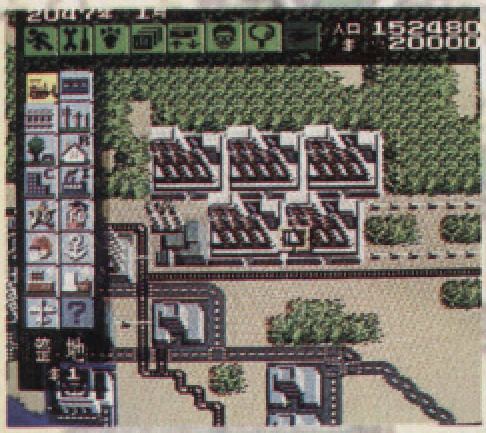
Sim City

Sim City gives the player a vast island, a massive amount of cash, and some very quick builders. Using these resources, it's down to you to create a city. But just throwing down buildings and roads any old how isn't good enough. Should your settlement be a nasty place to live then the simulated populace (the Sims) just won't bother moving in. Similarly, they're scared away by the likes of massive tax levies, hideous amounts of pollution, and they're not very likely to want to live in your city if there's nowhere to work or go shopping.

The options open to you change as your city grows. For example, it's up to you to decide whether your city could cope with an air or seaport. But via the popular opinion polls, the Sims voice their own views on what are the most serious problems in the city. Also, if they think that the city is lacking some necessary type of amenity (like a sports stadium, for example), they're all too quick to throw down a few demands.

No-one said your term as the mayor of Sim City was going to be easy...







COMMENT



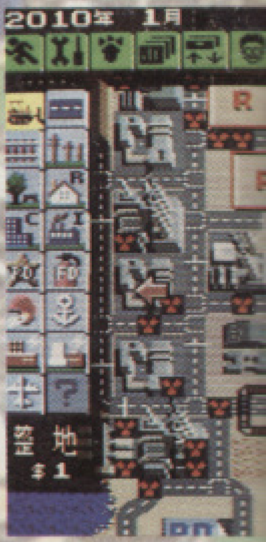
RICH

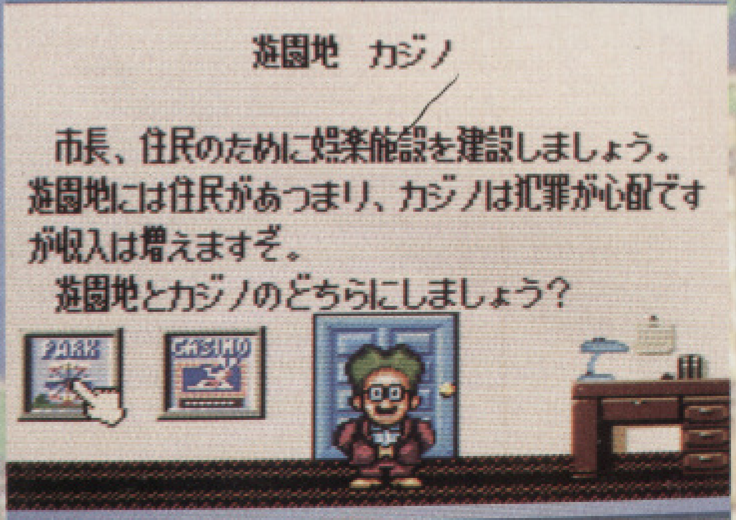
I've got Sim City on my PC, and hours literally fly by when you're creating your own urban work of art. Now, Imagineer have released the Super Famicom game and it's the best version yet without a shadow of a doubt! The graphics have been spruced up and loads more buildings have been added to the original concept (you've even got your own house!). The sound has been similarly improved and there's a vast range of soothing tunes playing in the background whilst your city-creating antics are in progress. The icon system is incredibly easy to use, and even though the majority of the text is in Japanese, it doesn't take a genius to work out what's going on (especially if you're a genius with an English translation of the instructions, which most importers are giving out with the game). Sim City is a bit on the expensive side (I've seen it advertised for £50.00), but shop around the importers for a good price and invest in this unique cartridge immediately. It'll have you playing for months!

"O" LEVEL GEOGRAPHY



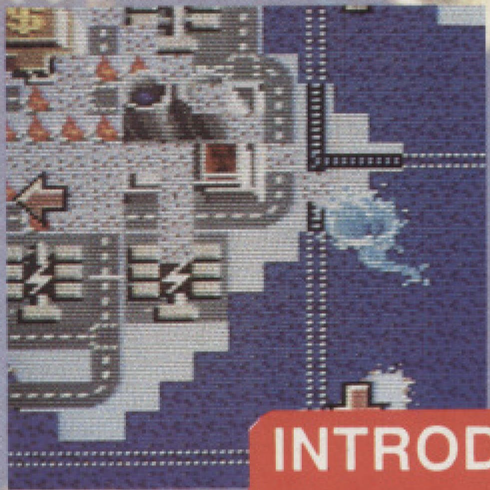
Your city is comprised of three main types of building. Industrial areas are the places where a lot of your Sims trundle off to work, whilst the residential areas are the places where they live. Commercial areas include the likes of shops and offices, so these places tend to be very popular. Creating a transport network to enable the Sims to travel between these places is very important. Sim City gives you the opportunity to create both road and rail networks.

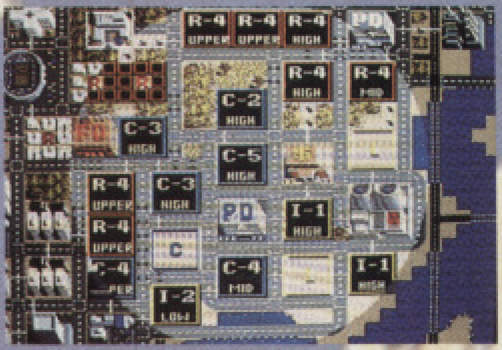




OTHER BUILDINGS

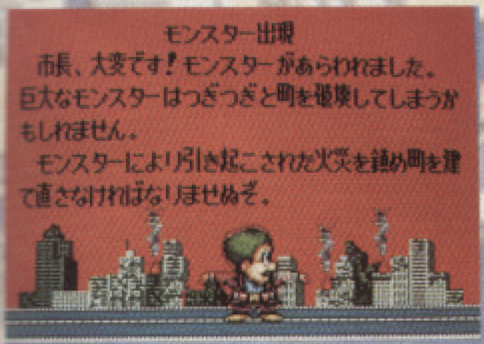
Police and fire departments are essential for keeping your city safe from all hazards - and if your city is large enough police and fire area division buildings are created! Also look out for sports stadiums (both enclosed and open air), seaports, airports, banks, casinos and even your own house! Some of these buildings only become available later on into the game and can be accessed via the question mark icon on the bottom right of the panel.





INTRODUCING... DR SIM!

Dr Sim is a rather curious chappie, and he crops up throughout the game in a series of cameo screens to inform you of your progress (or lack of it). Although his words of wisdom are only decipherable to those who can read Japanese, his actions more than get the message across. If he's being chased around the screen by a masked robber, you know that crime is rife. Similarly, if he's being pursued by a monster, you know that Godzilla's going to turn up!



DISASTER!

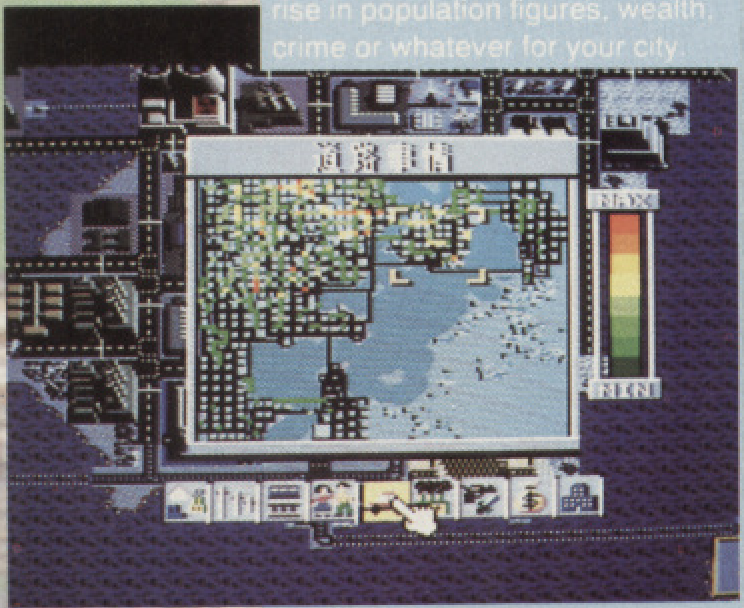
If for some bizarre reason, you feel like destroying your city after you've created it (??), then Sim City enables you to do it in style! On the Armageddon agenda you'll find the likes of tornadoes, fires, earthquakes, sea or air tragedies and if you're feeling rather destructive, there's even the opportunity to let a Godzilla-alike loose on your city!





MAPS 'N' CHARTS

A map of your city can be summoned at will, and with this you can assess traffic, crime, or fire prevention problems. You can also see which parts of town are the most valuable property-wise, or even get a lowdown on your road and rail networks! Graphs can also be revealed, showing the rise in population figures, wealth, crime or whatever for your city.



COMMENT



JULIAN

Sim City is one of those games in which once you start playing it's very difficult to turn off. You start building your city, then you add more bits on, and more. Build a seaport. Make an airport. Deal with a whole load of crime and pollution problems... and then discover that it's 2:00 am and you've been playing for six hours! It's an incredibly rewarding game to play, and you can watch your teeming metropolis flourish and grow - or start to fail if you don't run things properly! With its multitude of options, mega-addictive playability and constant fresh challenges, Sim City has more lasting appeal that any other Super Famicom yet seen!



BY: IMAGINEER

PRICE: £45.00

RELEASE DATE: IMPORT
GAME DIFFICULTY: MED
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: N/A
RESPONSIVENESS: GREAT

1 PLAYERS

PRESENTATION 93%

All the text is in Japanese, so it takes a while to grow accustomed to the game.

GRAPHICS 81%

Functional, but perfect, and the cameo screens are excellent.

SOUND 80%

Excellent tunes, and great sampled noises.

PLAYABILITY 95%

Once you've figured out the Japanese text, the game is easy to get into...

LASTABILITY 95%

...and never seems to grow stale! There's ages-worth of city-building antics in store here!

OVERALL 94%

A mega-addictive game concept that works brilliantly on the Super Famicom - check it out!

JACK NICK
GREATEST 18 HO
MAJOR CHAMPI
GOL

Jack Nicklaus is a bit of a boffin when it comes to golf, having won just about every major golfing accolade possible. However, he's taken time off from his exciting golfing exploits to endorse this new Nintendo golf simulation.

Like a lot of current golf simulations, Jack Nicklaus Golf gives you a 3D view of the proceedings, and it's your golfer's task to clobber the ball in the direction of the green. When you're on the green, you'll no doubt notice a small hole. Simply putt the little white spherical item into this hole and Bob's your uncle, the hole's over.

This process is repeated seventeen more times, as there are a massive 18 holes crammed into this simulation, but each hole presents its own set of hazards to make the job that bit more difficult...



BEGINNER'S LUCK

There is an option that saves beginners making complete idiots of themselves in this game - something that happens rather a lot if you're not too careful. So, if you're a novice player and make a complete cock-up of a shot you simply press the appropriate button and you're given another chance to get it right! Later difficulty levels don't make things easier, and if you hit the ball out of bounds, the console forces you to re-take the shot after humiliating you with a one stroke penalty! Bah!

COMMENT



JULIAN

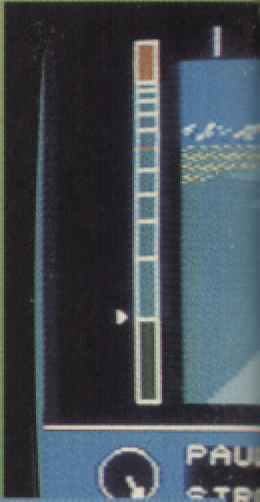
There are a lot of good golf games appearing on other consoles but, most mysteriously (considering it is the world's number one games system) there aren't any on the Nintendo, and this pretty poor effort doesn't improve the situation. The 3D course display (as well as being ugly and slow to draw) is pointless because it gives very little idea of how far away the course features actually are. This makes gauging the power and direction of the shot ridiculously difficult, and consequently the game is terribly frustrating. The four player option is laudable, but why would four people want to play such a duff game? Give it a miss.

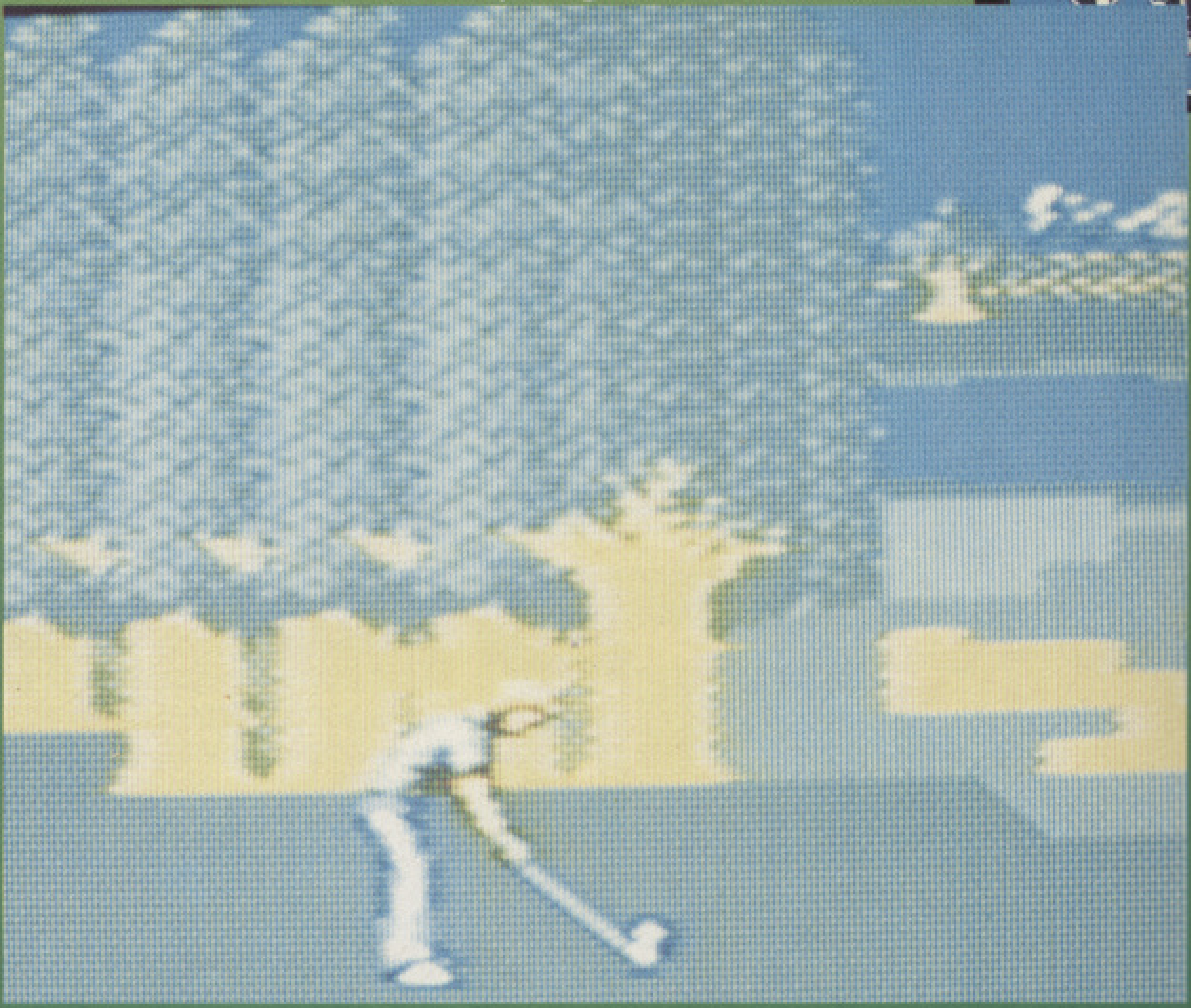




Paul readies himself for a good stroke. ▶

◀ *A digital Jack the lad.*

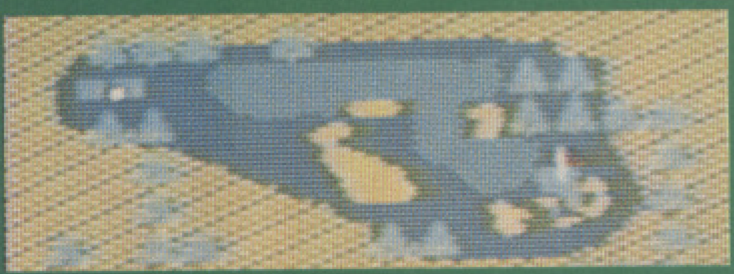




▲ *A nice shot... straight into the trees!*

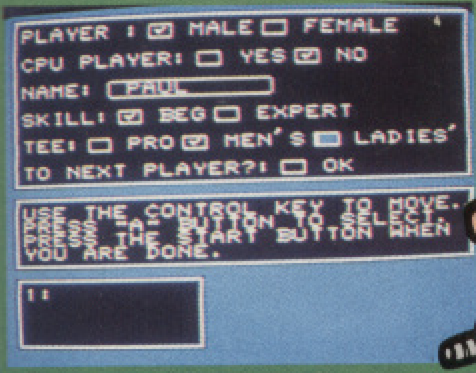
LAUS'
LES OF
ONSHIP
F

GOLFING CLASSICS



Each of the holes depicted in this NES game are in fact close digital replicas of holes especially chosen by Jack Nicklaus himself! But that's not all, because for each of these holes Mr Nicklaus comes up with his own brief summary. Unfortunately, Jacky-boy's not about to give away any of his prized golfing techniques, so these summaries usually end up explaining why the strokemeister likes the course so much.

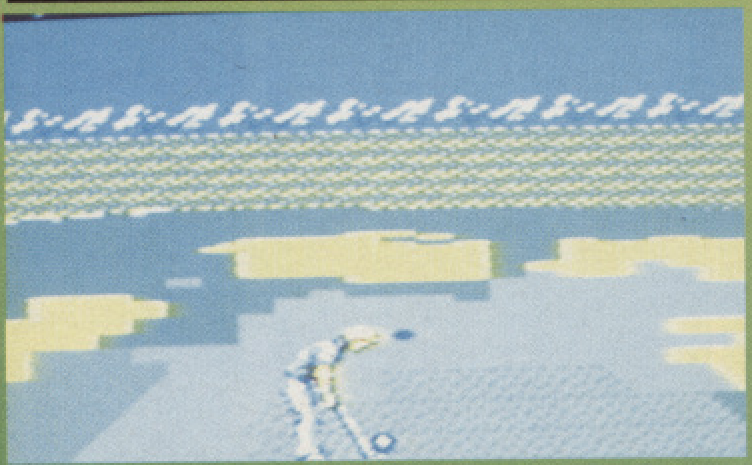




CHOOSE YOUR CLUB

There are twelve clubs (three woods and eight irons) crammed into your golfer's caddy bag, and each of these is used to hit the ball a certain distance. The woods have a solid head and a long shaft so that they can hit the ball over longer distances. The irons have angled heads which loft the ball more, so they are best used for shorter distances of around 200 yards or less.

A COURSE OF CONFUSION



Each hole offers its own golfing challenge to the player, including massive forests and large lakes. Other hazards aren't quite as large but prove to be just as much of a nuisance, and these includes the smaller ponds and the sandy bunkers. The shot is also made that much more difficult if the ball lands in the rough. A lot of the power of the stroke is lost just by trying to clear the long grass.

COMMENT

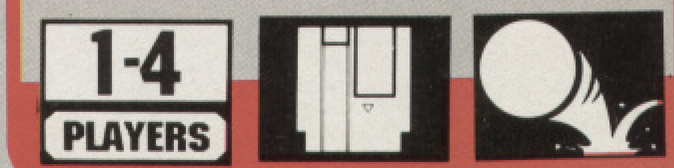


MATT

We've been deluged with golf games on other consoles and the vast majority of them have been rather exceptional. The Nintendo finally gets a new golf game and what happens? It turns out to be the worst game of its type seen for a very long time! The graphics are blocky and incredibly unconvincing, and after every shot it takes about five seconds for the course to finish re-drawing itself - arrghhh! To add insult to injury, the actual play area is also a bit on the small side. The sound is similarly dire too, though there's some sampled sound that (very) occasionally makes an appearance. Lastability isn't too hot either, with only the Greatest 18 to conquer and I don't think that'll take too long. If I were you, I'd save the cash for a more deserving NES title. Hopefully, it won't be too long before Nintendo see fit to release a superior version of this compelling type of game.



BY: KONAMI
PRICE: £34.99
RELEASE DATE: AUGUST
GAME DIFFICULTY: HARD
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: TWO
RESPONSIVENESS: SLOW



PRESENTATION 70%
Plenty of mug shots of Mr Nicklaus himself, and a few fair options to keep you going.

GRAPHICS 50%
Unrealistic sprites and grotesque, blocky backdrops.

SOUND 47%
Some samples to liven up the atmosphere, but most of the effects are pretty average. There's no music at all.

PLAYABILITY 51%
The poor graphics make accurate shots difficult and the slow screen update is also annoying.

LASTABILITY 48%
Only the Greatest 18 holes to master, and those won't keep you occupied for long.

OVERALL 48%
A very tedious golf sim, which only die-hard fans of the genre should take a chance on.

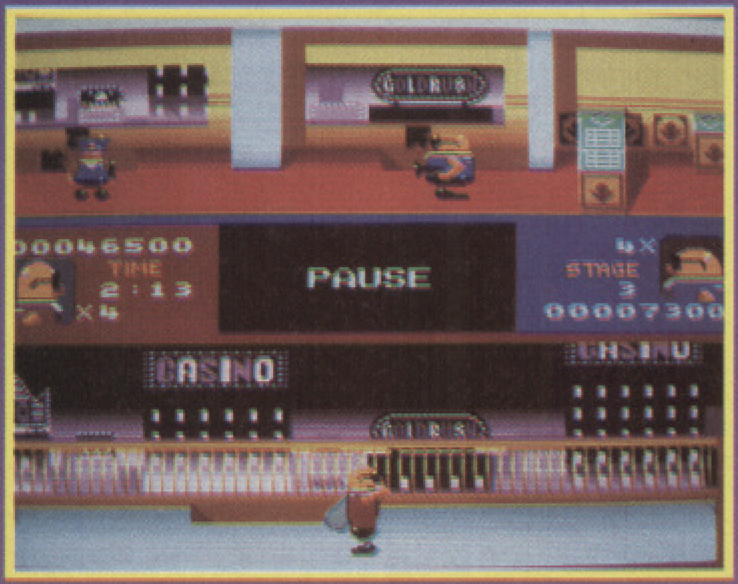
BONAN BROTH

Those bungling, burgling Bonanza Bros are back in town - and this time they're not taking any crap! Instead they're taking just about every valuable item that isn't nailed to the floor!

Robo and Mobo are the Bonanza Bros in question, and it's their job to organise armed raids on every major building in town and relieve them of all valuables possible. The only problem is that each building has a large contingent of security guards, and having heard of the massive $100 dollar reward out for the brothers, they're eager to blast them into oblivion.

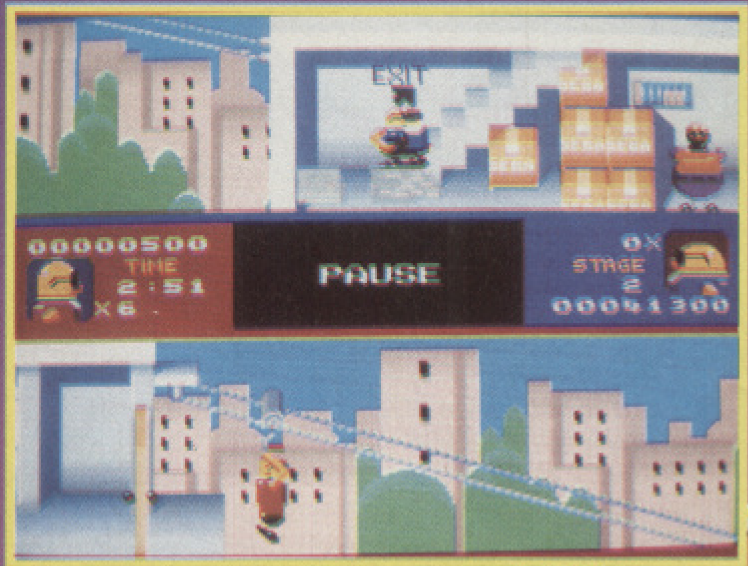
The screen is split in half, with each mini-screen showing one brother's progress through the eight-way scrolling building. The aim is simply to pick up all of the flashing items and make good your escape.

Easy, huh? No chance...

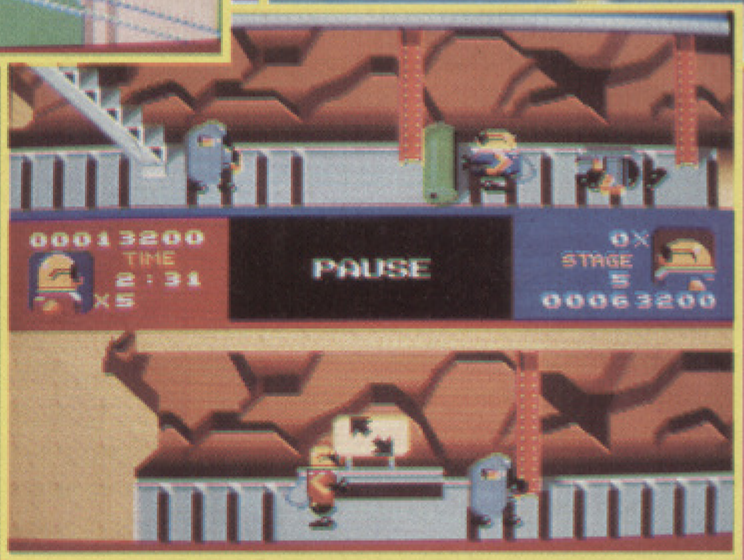


▲ *Looks like Mobo's left waiting...*





▲ *Here's Mobo's highwire trick!*



▼ *Check out your targets here.*



▲ *The mine level.*

BONANZA BADDIES

There are plenty of different security guards found in each level, all intent on making the brothers meet with a hideous doom. Most simply raise the alarm, or attempt to blast (or cudgel) our heroes into an early grave. Watch out for the shield-bearing guards (as seen in another Sega coin-op, Crackdown). Their shields deflect all your bullets, so your best bet's to sneak up behind them and blast them while their shield is pointing in the opposite direction!

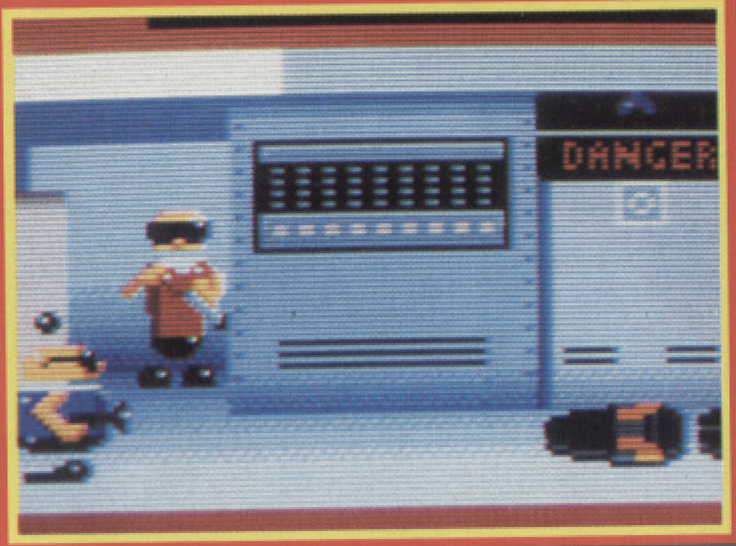
ZA
ERS

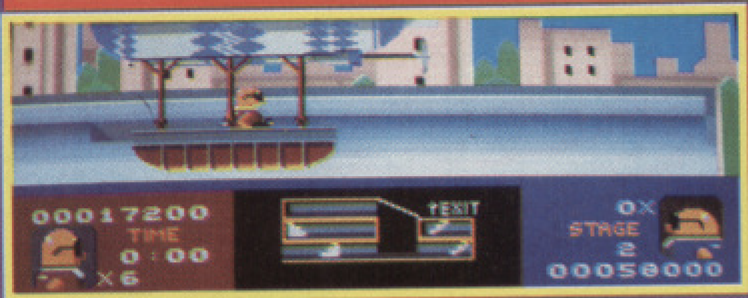


BONANZA BLATTING

Although Robo and Mobo only carry a pea-shooter-esque gun around with them, the backgrounds provide a wealth of attack opportunities. If a guard is loitering behind a door, the brothers can wham it open, blatting the hapless guard straight against the wall! Later levels contain power-crushers. Should a guard walk under a the heavy squashing implement, one pull of the special lever crushes them into a special jumbo-sized pizza!







◀ Take the airship to clear the level!



Oo-er! Looks like Robo's been spotted! ▶

SPLIT-SCREEN SKILLS

Bonanza Bros is meant to be played by two players simultaneously (the screen looks more than a little bare when only one brother's taking part), and this is supposed to increase the strategy element. For example, one brother could be shooting the guards from one side of the room whilst the other scoops up all the booty. However, chances are that the brothers will take completely separate routes, scooping up all the treasure and thus completing the level quicker (and getting tons more bonus points!).



COMMENT



RICH

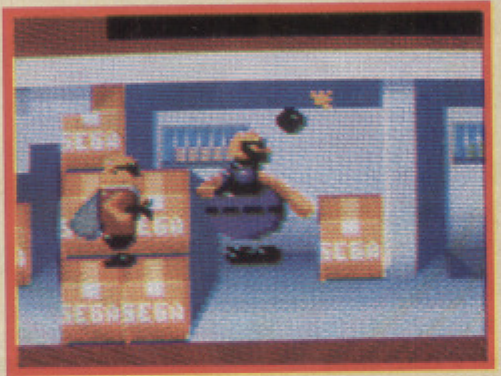
Bonanza Bros was a great game in the arcades, mainly because the player only had to stump up 20p for a game which was packed with great humour, excellent graphics and decent playability. The Megadrive version is very close to the coin-op, with only some of the later levels and bonus stages missing. However, the gameplay does get very repetitive after a while and on easy level, you can see the whole game if you use all of the credits. Even on the harder setting, Bonanza Bros doesn't represent a serious challenge to a hardened games player due to the wealth of credits. I didn't find much fun with the two-player mode - there's no real sense of either team work or competition to add to the gameplay. If you're a real Bonanza Bros nut (like Julian), you'll like this, but if you only find the game marginally intriguing, spend a couple of quid on the coin-op instead.



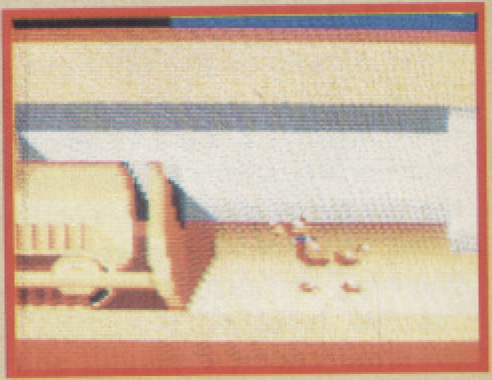
▲ Mobo faces a shield-bearing guard!



▲ These domestics of doom are on the warpath!



▲ This bomb-lobbing blubber boy is a bit of a problem.

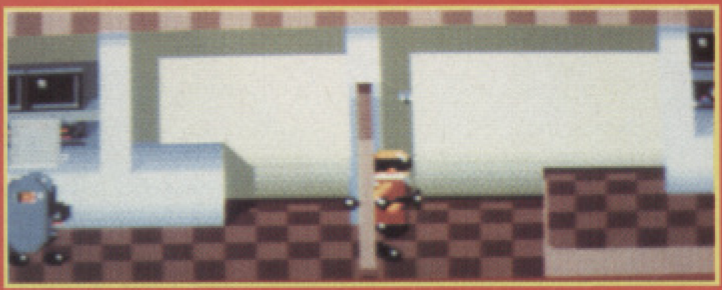


▲ Watch out for these Bonanza brother-mauling robo-dogs

REVIEW

CASING THE JOINT

There are ten levels of Bonanza blagging crow-barred into this cartridge. The venues for all these sticky fingered antics range from a top-secret lab to the likes of a high security mint, a flashy yacht and a designer jewelry shop!



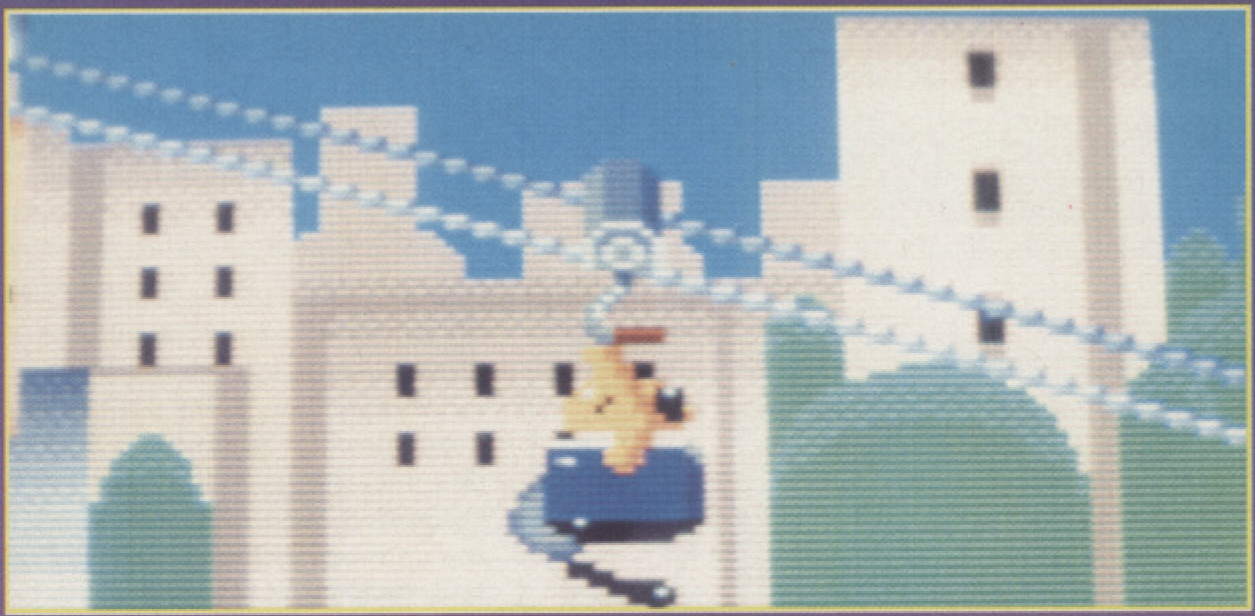
▲ *Checking out the lab level.*



▲ *Entering the factory stage.*



▲ *Bonanza Bros home movies...*





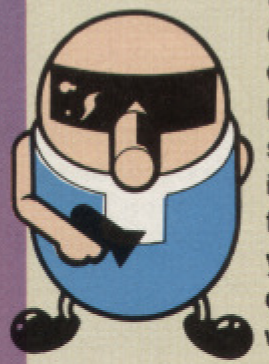
BY: SEGA

PRICE: £35.00

RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: FAST

1-2 PLAYERS

COMMENT



JULIAN

Bonanza Bros' unusual, beautifully coloured graphics, great sound effects and superb playability have been fully captured in this stunning conversion! It's incredible fun to play, with utterly frantic action (especially when you're trying to do something like dodge around three policemen who are converging on you from all angles) and many hilarious touches. Watch what happens when a fly lands on your head, you step on a can or rake, fall off a wall or get splattered behind a door! My only gripe (I've already said this about another Megadrive title this month!) is that there are too many continues, and they let you finish the game very quickly (especially if you're also playing it on "easy" level). Play sensibly on the "normal" level with one credit at a time and you've got a thoroughly enjoyable and very unusual Megadrive conversion which fans of the coin-op will adore.

HAVE A NICE TRIP

Keep a look out for rakes and discarded Coke cans dotted around the floor! Walk over these and the lads either trip over or are momentarily stunned. Whatever happens, precious time is lost, and if a guard is near, the chances are they'll collar you!





PRESENTATION 92%

Excellent in this department, with loads of options and attract screens.

GRAPHICS 91%

Great comic sprites and a wide variety of backdrops.

SOUND 90%

Spot-on tunes and groovy effects - the Robodog is skill!

PLAYABILITY 83%

Easy to get into and instantly addictive...

LASTABILITY 74%

...but be warned: the game's far too easy to complete if you use all the credits. Play sensibly and use them wisely.

OVERALL 82%

Fans of the coin-op will love this - but others might find the action a little too repetitive. If in doubt, check it out.

AMIGA MEGADRIVE ST SPECTRUM SUPER FAMICOM
SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST

JULY '91 ISSUE 116

COMPUTER + VIDEO GAMES

£1.35
10.00 DM 4500L
380 Ptas S$8.10

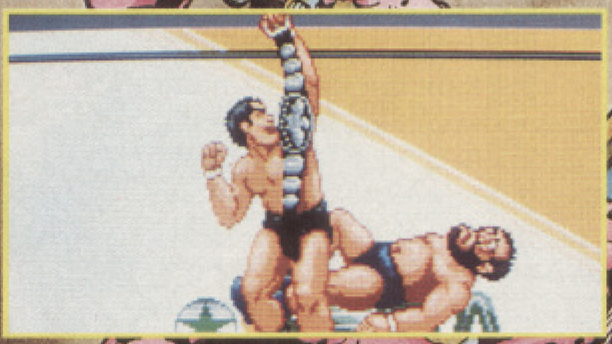


MONSTER SPECIAL!

FREE!! GLOW-IN-THE-DARK STICKERS!

WIN A SUPER FAMICOM!

WRESTLE WAR! GREATEST GRAPPLE?



CHECK OUT CHUCK! ULTIMATE AIR COMBAT THRILLER?



ALIENSTORM EXCLUSIVE!

MEAN MACHINES

MEGAMART

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1.00 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary), £2.00 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
MEAN MACHINES MEGAMART,
MEAN MACHINES, PRIORY COURT,
30-32 FARRINGDON LANE, LONDON,
EC1R 3AU.

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Martha on 071-251 6222 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

I WANT TO USE THE MEAN MACHINES MEGAMART. HERE'S MY MESSAGE...

					£1

					£1

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)...

FOR SALE ☐ WANTED ☐ MESSAGES ☐
PEN PALS ☐ SWAP ☐ MISCELLANEOUS ☐

FILL IN THE TOP BOX FOR £1.00 (20 WORDS), OR FOR A LARGER MESSAGE, FILL IN BOTH BOXES FOR ONLY £2.00 (40 WORDS).
PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD. WHEN FILLING IN YOUR MESSAGE, USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

NAME ____________________
ADDRESS ____________________
____
POSTCODE ____________________
TEL NUMBER ____________________

MEGA

ATTENTION!
MEAN MACHINES Megamart is forprivate advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Martha on 071-251 6222 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

FOR SALE

PC ENGINE WITH TEN GAMES also Joypad, worth £550, sell for £220 swap for amiga tel. (061) 8817399.

ATARI LYNX, AL ADAPTER Comlynx Cable, blue lighting, Electrocop, California Games, Perfect condition, still have packaging £65, phone (041) 7744905.

SEGA MEGADRIVE PLUS 4 GAMES including Super Shinobi, Golden Axe, Rambo III and Altered Beast. Runs all carts. Comes with one Joy pad. And has latest Arcade Power stick. STill boxed, bargain at £195 o.n.o. Call Mark on (0438) 812554.

SEGA MASTER SYSTEM four games including Slapshot a real bargin at £80. Phone (051) 520 1372 Chris six months old.

GAMEBOY AND SEGA GAMES FOR SALE Gameboy games are solar stricker and Mickey Mouse £15 each or £25 pair, sega games range from £7 to £15. I will also swap S. Striker or M. Mouse for soccerboy, so ring now (0484) 687233.

SINCLAIR SPECTRUM + 2a 128k COMPUTER with £150 worth games. Some recent titles £85 ono. All in good condition tel. Joss (0239) 654384.

MASTER SYSTEM EXCELENT CONDITION boxed two joypads four games including Moonwalker and Chase HQ. worth £170 sell for £110 o. n. o., (0533) 718840.

NINTENDO FOR SALE with four games Duck Hunt Mario Bros Teknis Simons Quest all for £100 inc. Zapper Gun, (0626) 853060.

RADIO CONTROLLED CAR SUPER SHOT one battery, fast and slow chargers, technigold motor, new radio gear lot's of spares £100 o.v.n.o., phone Richard on (0442)250525 any time.

GAMEBOY + GAMES WORTH £200+ FOR SALE at only £120 ono. Games: Golf, Marioland, Chess, Cast. Vania, Double Dragon, Gator Pinball. Phone 898-2542.

SEGA MEGADRIVE OFFICIAL U. K. VERSION. Seven months old, excellent condition with boxes. Comes with Japanese games converter and Monaco GP, Mickey Mouse, Golden Axe, Eswat, Ghouls and Ghosts, Thunder Force Two, and Altered Beast. Only £250 ono. Phone (0252)836785.

NINTENDO SUPER FAMICOM. Pal version as built by manufact. Only two months old and boxed as new. Comes with Super Mario, F-Zero Pilot wings, Big Run and joypads. Genvine sale, need money for car. £310 o.n.o. Please phone (0252) 836785.

FOR SALE A MBX RALEIGH BIKE for £45 please contact Luke Thomas after 4. I will swap Mario Bros I for any sports series game except for Golf Nintendo, please contact Luke, 081-4312268.

SEGA MASTER SYSTEM FOR SALE with 3D-glasses, light phaser, control stick and 17 incl. vigilante, global defence, Y's and gangster town. Worth over £540 will sell for £145. Interested then phone James on (0483) 417512. Also 128k Spectrum for sale.

PC ENGINE GAMES FOR SALE Chan and Chan, Dragon Spirit, Ninja warriors £20 each vigilante £15, phone Gary (0423) 563646.

NINTENDO FOR SALE, two joypads, light gun, Ron and four games including super Mario Bros, phone 071-7921965.

NINTENDO ENTERTAINMENT SYSTEM plus Turtles and Super Mario Brothers I. will sell for £65 ono. Tel. Richard (0222) 498226 after six. Also Atari 520 STFM (1 MEG DRIVE) including 19 games for £250. Offer also includes joystick. tel. Richard (0222) 498226 after six.

MEGADRIVE WITH 5 GAMES 9 JOYPAD worth over £300 sell for £220 o.n.o. excellent condition tel. Dean (0203) 667910 or swap for PC Engine plus CD-ROM or Super Famicom possibly with game or games.

SPECTRUM 128 + 2 WITH £500 WORTH of games plus light phaser, joystick, specdru. Good cond. all for £130 o.n.o. will sell games seperate from computer for reasonable prices. Plus World Wrestling federation magazines for sale £1.50 each excellent cond. Phone (0948) 860606.

SCART MEGADRIVE plus two joypads and three games, Alex Kidd, Budokan and Super Monaco sell for £100. Phone (0685) 76361.

AMSTRAD 464 GREENSCREEN MONITOR joystick over 100 games super condition £160 o. n. o. contact Peter on (0993) 883570 (Witney) after 4 p.m.

NINTENDO CONSOLE FOR SALE with games Super Martio 3, Super Mario I, Tetris, Cobra triangle, Blades of street & Silen Service £100 the lot. Tel. (0742) 309089 evenings.

SEGA MASTER SYSTEM. Four games two joysticks, games include Afterburner Choplifter and Hang-on. Good condition sell for £80 tel. 494-5296.

MEGADRIVE WHICH TAKES English, Japan software plus U.K. No. 1 video games hyper sonic bass reflax head phone plus 20 mega games all latest one's very top condition. Interested write to Fakhar Sardar, 6 Triniti walk Rusholme, Manchester M14 5WN.

MD SCART £60. Super Shinobi, Thunder force3, Strider, Moonwalker, + others, Supergrafx, & CD-ROM games. £20 each. Engine Pal £80. NTSC £50. Atari 520STM. Requires new keyboard and mouse, £30 or buy dead STM/working K+M st. drive amiga ½MEG upgrade, £30 each. Swap famicom + D/drive for PC engine 3–5" Drive + interface. Muziks from street fighter II, R-type2, X-multiply, S.C.I, Midnight resistance, area88, afterburner + others on CD. £12–25 tape £5+. Chinese, Japanese comics/ magazines. £5+. Nicky Lee, 20, Fairway, P. Risborought, Bucks, tel. 08444-2859, 5 p.m. – 10 p.m.

MEGADRIVE PLUS 3 GAMES includes Mickey Mouse plus two sega games sega convertor to play sega games on Japanese convertor to play Japanese games plus extra Joypad 3 months old. Worth over £400 will sell for £250 (0642) 456744.

GAMEBOY + 3 GAMES, 8 batteries and 2 hour charger worth over £150, sell for £89.95. Write to Daniel: 160 Hooper Road, Custom House, London E16 3QN.

AMIGA 500 PLUS £500 OF SOFTWARE plus 1 meg plus two joysticks and diskbox. Phone Chris (0792) 775671 sell for £500.

FOR SALE! About 100 lead-men, carring case, floor plans and paints only £55 or nearest offer te. Ian on (0332) 383629.

MEGADRIVE, NEW (UNDER GUARANTEE) six games; Strider, Moonwalker, Cyberball, Eswat, Basketball, Populous. Two joypads, worth £400, sell £275 (0872) 510207.

AMAZING QUALITY N.E.S., boxed with five games inc. Mega Man II. and Maverics Arcade, Joystick, Excellent condition. Bargin £139. Phone: 081-8764065.

MEGADRIVE MANIA! Games for megadrive from £16 onwards full range available to good to be true also imported megadrives for £115 + postage £5 will run all games also available joypads, joysticks etc. Ring Mark after 6 p.m. (0476) 73192.

MEGA DRIVE FOR SALE Nine great games two control pads worth about £550, sell for £300, phone Phil on (0483) 725387.

GAMEBOY ADDICTS!! Brand new Japanese import "Hong Kong" cartridge to sell for £15 or swap for Mario Bros. Cheque/po payable to L. Thomas, 56 Thurlestone Road London, SE27 0PD. This game is a collectors item!

NINTENDO CONSOLE software, joystick including super Marios, Batman, Advantage Joystick. Will also sell games seperately, phone Martin at Dublin 749542.

AMSTRAD 464 COLOUR MONITOR 25 games include Of wolf Nemesis Joystick good condition worth £450 sell £250 Nintendo Mario I, Gyromite, Duck Hunt 2 pads Zapper Deluxe joystick worth £200 sell £100 desk extra £30. Tel. 071-7063408 ask for Dejan.

GAMEBOY + TETRIS, SUPER MARIO Spiderman, Gamelight, UK. Ver. perfect condition, worth £120, sell for £95, phone (0443) 812866, after 4 p.m.

ATTENTION Megadrive owners. Megadrive games for sale or exchange from as little as £10.99 to £25.99. Darren 0506 31043.

MICKY MOUSE II, Tetris, Double D £15-£22 or swap for Meg M, Micky Mouse, Bubble Bobble, Bubble Ghost, Paperboy or Gargoyles Q. Ring 0787 224206.

SHINSEI Radio control car VGC batteries and charger included £45 or nearest offer. Phone 0945 589029 ask for Justin.

NINTENDO plus sixteen carts including Duck Tales, Mario II, Gauntlet. Usual joypads plus advantage joystick. £200 Leeds area (unboxed) phone 0924 276000.

NES 8-BIT with three games including Super Off Road, Turtles and Blades of Steel either sell for £150 or swap for UK Megadrive and at least one game, phone James on 397 5976 Surrey area.

MASTER SYSTEM games for sale/swap. Games include Shinobi, Afterburner + more. Prices negotiable if interested ring 0235 522088.

SEGA MEGADRIVE with 2 joypads, 12 games inc. Hellfire, John Maddens Football, Dick Tracy, Micky Mouse, Fire Shark, Ghouls and Ghosts. All in perfect condition, sell for £350 if interested Tel: 0924 472710 and ask for Glenn.

SEGA MASTER SYSTEM plus four games including R-Type and Golden Axe. Six months old, accept £100 o.n.o. Also Amstrad CPC464 (green screen) with 45 games £60 phone Edward 0594 563366 after 7.00pm.

MASTER SYSTEM + Maverick 1 joystick, +2 pads, 7 great games: Golden Axe, R-Type, Gauntlet, Alex Kidd, Space Harrier, Double Dragon, Vigilante. Worth £280 sell for £110 3 months old, excellent condition, boxed. Phone Cardiff 0222 617249. A bargain that cannot be missed at any cost.

MEGAPAD with slow-mo and turbo auto fire for Megadrive. Plus wontec joystick again with slow-mo and auto fire. Both mint condition. Wontec works both Megadrive and PC Engine machine. Megapad £10 Wontec £20. Alan 0277 822 793 evenings 6pm-8pm.

JAPANESE MEGADRIVE comes with 2 joypads and 5 games e.g. Dick Tracy, Hellfire and Gouls n Ghosts etc. Sell for £200. Phone 0277 625129 after 5pm.

BRAND NEW GAMEBOY three games including Operationic and Dragons Lair also hard carrying case, cost £100 o.n.o. Ring Will on 0792 405286.

GAMEBOY with Tetris, Super Mario Land, Castlevania, Spiderman, Nemesis and leads. Sell for £110. 0522 702588 after 4.30. Ask for Paul.

FOR SALE Megadrive games for £25 each includes, Ghostbusters, Micky Mouse, Eswat, Basketball, Ghouls n Ghosts, Super Monaco GP. Phone 0635 64131 after 6.00pm.

SEGA MEGADRIVE plays English and Jap games, joypad and joystick, 7 great games inc Mickey Mouse, Strider, Ghouls n Ghosts. Only 3 months old, 9 months guarantee. All still boxed, mint condition. £300 o.n.o. Tel: 0226 711360 South Yorkshire.

GAMEBOY with 4 games £50 or swap for Lynx. Phone Lee on 061 798 8241 (Manchester).

SOLAR STRIKER and Super Mario Land for the Gameboy £20 - £25 bargain for £13.50 each. Call Paul evenings 081 445 1263.

MEGADRIVE carts for sale, Strider, Golden Axe and Monaco GP. Brand new and in mint condition £25. Ring 0759 72208.

SEGA MASTER SYSTEM and 7 games and 2 extra joysticks for £160. Games include Mickey Mouse, Zillion II and Kung Fu Kidd. Must be prepared to collect. Call Stuart after 4pm 0527 68367 week days.

C64 GAMES for sale! £50 for 10 games including Turtles, Castlemaster and Renegade. Gameboy game for £15. Also comics for sale, construction kit for £15. Also Spectrum games for sale. Ray 10 Balmoral Close, Westleigh Avenue, Putney London. Send SAE.

SEGA MEGADRIVE plus 4 games including Golden Axe and joystick, runs all cartridges. Still boxed. £200 o.n.o. Phone 0732 845687.

SEGA MASTER SYSTEM joystick, light fazer, 13 games, VGC. Worth £480 sell for £225. 51 Illshaw Close, Winyates Green, Redditch.

FOR SALE Atari 520 STFM, joystick, over £450 worth of software including: Turrican, Midnight Resistance, Golden Axe, Speedball II. Ring for more titles. Worth £750 sell for £200 Interested? Call Adrain on 09274 21504.

NINTENDO with seven games such as Zelda II SMB worth over £350. 12 months old, price £190 Tel: Pat 051 494 9745.

MART☆

C64 New style, 2 joysticks, over 40 games. Batman, Castle Master, Lightgun worth £300 sell for £100 Tel: 0487 812970.
ATARI 520 ST 4 joysticks, £200 worth of software, manual, demos, mouse, organiser and music maker. £290 phone 0784 258117.
NINTENDO 2 pads, 1 joystick, 5 games, still boxed, warranty 2 months old. Worth £230 accept £150. Call 021 705 7131 after 4pm.
ENGLISH MEGADRIVE owners want to play japanese games on your console, save wonga. Then send £1.50 P.O and S.A.E to C.P. 3 Beards Road, Ashford, Middlesex TW15 1TE, I will send you card plus instruction leaflet.
ATARI 520 STFM with games & Business software, disk box, manual, 3 joysticks, as new + Black + White TV for £220 ring 051 334 9797.
NINTENDO with R.O.B. Zapper four games: Super Mario, Zelda, Duck Hunt, Gyromite. Good condition, one year old. 0707 260591 Hatfield.
NINTENDO two joypads, plus advantage joystick, nine games: Batman, Megaman, Bionic Commando, Duck Tales, Punch-Out, Wizards and Warriors, TMNT, Snake, Rattle and Roll, Super Off Road. Good condition, still boxed, sell for £250 o.n.o. Phone Paul on 0978 352938.
SEX!!! that got your attention! Master System with jopyad and 13 games. £180. Tel: Alan jnr 0708 722170.
SEGA MASTER SYSTEM plus seven games including Mickey Mouse, Wonderboy III, Golden Axe and California Games. Excellent condition. Bargain £120. 0926 511658.
AMIGA 500 with colour monitor external disk drive, ½ Meg Upgrade, £940 worth of software including Turricane II, Panza, Silkworm II, Super Cars II, 4 joysticks, Mouse/Filter etc. Worth over £1500 will sell for £700! In excellent condition. Contact Sam, Tel: 0483 811185 urgently.
NINTENDO 2 controlers, Turtles, Batman, Probotector, Super Mario II, Life Force, Metal Gear, Ni5 joystick, £270. Ring 76972 as new, Notts area.
SUPER FAMICOM (SCART) Final Fight, Mario IV. ahh! for £250. Phone 0372 743306 and ask for Bobby after 4pm.
AMSTRAD CPC464 with green monitor, joystick + 50 games. Excellent condition £250 contact Andrew on 091 259 6908.
SEGA MASTER SYSTEM plus Maverrick 1 joystick, two control pads, three games: Wonderboy I, Wonderboy III and Zillion II. As new, £100. Phone Richard on 589782 (Mexborough. S/Yorkshire).

ZX SPECTRUM 128K+2 with £1000 worth of games, multiface 128, joystick, interface, 60 mags, etc, will sell for £280 or swap for 10 Megadrive games or a combination of games + cash. For information contact Angus on 04712 208 thats Angus on 04712 208.
JAPANESE MEGADRIVE (Scart), takes all cartridges, two joypads, psu, twelve games, including Thunderforce III, Afterburner II, Golden Axe and Phantasy Star II. Costs over £500, I will sell for £275, ring 071 622 4976 on Monday, Wednesday and Thursday evenings for inquires.
AMSTRAD CPC464 Keyboard with 2 joysticks and lightpen plus £450 worth of games £130 phone Chanz 0522 793722.
PC ENGINE 5 player adaptor, 2 joysticks and 10 games. Good condition, worth £550 only £200 wanted o.n.o. Tel Mathew/Simon after 5 on 0742 476063.
MEGADRIVE with 5 games and Japanese adaptor worth £390 sell for £220 o.n.o. NES with 3 games worth £150 sell for £90 o.n.o. Will swap both for Famicom. Also Spectrum +2, mags, games worth £375 offers considered of swap for Lynx. Phone 0562 820266.
GAMEBOY with 7 games including Turtles, Robocop, Gator (Pinball) and Marioland. Worth £150+ sell for £100 o.n.o. Phone 0206 842126 4-6pm.
MASTER SYSTEM for sale. £200, boxed. 9 games inc. Pro Football, Psycho Fox, Wonderboy III, Phantasy Star. Call Johnathon 081 444 8913.
ZX SPECTRUM +2 all accessories included plus 2 joysticks and 400 games, with light phaser and manual. Worth £1250 will sell for £370 o.n.o. (cash). Phone after 6pm on Telford 0952 432263.
NINTENDO GAMES for sale: Simons Quest, Section II, Ikari Warriors £15 each (Negotiable). If interested call 081 455 0906.
AMSTRAD PC464 GAMES for sale. Over 40 titles including Batman The Movie, Robocop, Italia 90, Chase HQ and Fiendish Freddy. Altogether worth over £150 sell for £60 o.n.o. I will split the games if you want. Phone Simon on 0782 517597.
NINTENDO for sale. Two joypads, six games. Excellent condition nearly new. £90 ask for Richard Tel: 0472 603813.
SEGA MEGADRIVE British version, Mickey Mouse, Arnold Palmer, Monaco, Basketball, extra control pad. Purchased Christmas. Excellent condition £170. Phone 0726 813813.
FOR SALE light phaser £15. Also game called Wanted for light phaser £15. Ring 0699 2459 (Andrew) after 5pm or weekends.

SEGA MASTER SYSTEM together with glasses, gun and 2 games. Also contains rapid fire control stick and pad. Sell for £80 please ring 0381 20927 ask for Scott after 4pm any day.
GAMEBOYS for sale and Gameboy games. Games from £10, Gameboys £45. Complete with leads and Tetris. Ring now 0484 687233.
U.K. MEGADRIVE 3 joypads, 16 top games, 4 months old. £350 o.n.o. worth over £800 plus Megadrive games £20 each. PC Engine £65, PC Engine games £10 to £20. All good condition. Gameboy games £15 all U.S.A. Tel: 0454 616844 (Bristol).
AMSTRAD CPC464 colour monitor, keyboard, joystick and 81 games. £200. Phone after 6.30pm on 081 447 1572 ask for Daragh.
AMSTRAD GX4000 for sale, with five top games: Burning Rubber, Robocop II, Barbarian II, Pang, Navy Seals. Worth £200, selling for £120. Tel: 0623 882065.
FOR SALE Gameboy rarely used with lightboy and 3 ace games £60. Only if interested ring Ian on 061 998 1539.
AMIGA A500 in brilliant condition loads of disks, mouse, modulator and all leads £275. Phone 0602 299435. Peter Samra.
PAL MEGADRIVE psu, joypad + pocket television (colour) + 8 games: Shinobi, Maddens, Golden Axe, Ghouls n Ghosts, Mickey Mouse, Strider, Afterburner, Hellfire. Worth £600 sell for £260 or swap for pal Famicom + 1/2 games. Tel: 0203 348564 ask for Richard after 5pm.
SEGA MASTER SYSTEM 21 games, light gun, rapid fire, extra joypad £200. For sale Gameboy, five games, two player lead, stereo headphones, game light, rechargable batteries and plug-in charger. £100 call Alex after 6pm on 0698 829342 (Lanarkshire).
ATARI LYNX and four games. California Games, Road Blasters, Electro Cop and Rygar. Boxed with all instructions, accessories £110. Phone 0533 708344 (Leicester) after 6pm.
NINTENDO for sale, six games inc: Mega Man, Gunsmoke, Snake Rattle n Roll, W/Wrestling and others only £140 o.n.o. Ring 0708 760265.
GAMEBOY for sale with Tetris, Spiderman, Solar Striker, and Mario Land. Good condition with leads only £94 o.n.o. Ring 0708 760265.
THREE SEGA GAMES for sale. World Games, Miracle World, Aztec Adventure. All for £40 phone Wawrick on 0992 501042.
NES game, Adventure of Link. Little used. Cost £40 in February. Boxed with instructions. £25. Tel: 0707 334534.
ATARI LYNX with four games, psu, comlynx. Boxed. £130 o.n.o. or swap for Gameboy plus games. Phone 0284 761442 Cheers!
AMSTRAD games for sale. Every game £1. Ring Tony on 071 708 0673. P.S buy 3 games get one free!
SEGA MASTER SYSTEM two control pads, light phaser, and 12 games including California Games, Ninja, Teddy Boy, Afterburner, World Cup Italia 90 and shooting games. V.G.C. still boxed worth £340 will sell for £200 o.n.o. Tel 0992 445014 5pm-8-m (Herts).

AMSTRAD 64K colour monitor, joystick, 50 games: Eswat, Turltes, Robocop, Batman, Shinobi. In very good condition. Ring Michael on 061 865 6315. £250.
IMMACULATE MEGADRIVE joypad, Arcade powerstick, Super Hang On, Altered Beast, Truxton, Rambo III, Golden Axe, Alex Kidd. Desk. Only used a couple of times still in boxes worth over £500 mint condition sell for £200 may be able to deliver. 0823 253911.
NINTENDO with four red hot games: Turtles, Batman, Mach Rider, and Super Mario Bros. Will either swap for Sega Megadrive or sell for £140 o.n.o. Call Eddie on 0980 630185 (Megadrive can be with out games).
SEGA MEGADRIVE Arcade powerstick, seven games, good condition. Six months old. Cost £480 will sell for £320. Phone Johnathon on 081 395 8364 (Surrey).
SEGA MASTER SYSTEM 14 games including Psycho Fox and Wonderboy III, 2 joypads. Good condition worth £450 will sell for £125 call soon and I will add on Mickey Mouse at no extra cost. Tel: Angus on 081 995 7539.
SECOND HAND C64 games, Turrican, Batman, Tusker, Myth, Turtles, Judge Dreed, Last Ninja II, Skate Crazy (unboxed disk), Laser Squad, Airbourne Ranger, Kenny Dalglish, Dark Side, Castle Master, Dynasty Wars plus Spectravideo joystock. Ring 0532 484314 best offer taken. Bye!
U.K. SEGA MEGADRIVE still boxed plus Hi-Fi stero connections and eight games including J.M. Football and Mickey Mouse. Tel: Swansea 0792 474021.
N.E.S including Robot Gun, two joypads plus sixteen games. Good condition call Lee on 031 555 0975 worth £480 sell for £300 o.n.o.
N.E.S. nine games, advantage two joypads, quickshot joystick, four score. £400 we sell £300 (negotiable) contact Chriss 0932 780027 after 5pm.
MASTER SYSTEM GAMES Psycho Fox £15. California Games £15. Phantasy Starr £20. Space Harrier, Choplifter, Outrun all £10 each. Only American games. Kings Quest and Carmens San Diego £10 each. Compatible with English systems. All eight for £80 call Tom on 081 997 6203.
ATARI LYNX for sale, two games: Slime World and Gates of Zendocon. With adaptor and original packaging. Was an unwanted birthday present. Brand new will sell for £120 please ring 0395 277047 before 6.30pm and ask for Harry.
FOR SALE Megadrive games: XDR and Air Diver £20 each or £35 for both. Tel: Tom 071 724 8486.
AMIGA 500 ½ MEG UPGRADE 2nd disk drive, 1084S colour hires monitor, mouse, joystick, loads of games, monitor stand, desk, hardware, disk copier, many utilities, Amiga mags and disks plus lots more. Worth £1500 sell for £600. Tel 021 449 3391 after 5.
NINTENDO with Robot and Zapper plus 8 games which are Castlevania, Duck Hunt, Gyromite, Double Dragon II, Super Mario Bros, Bayou Bily, Metroid and Skate or Die £225 o.n.o. Tel 061 652 4798.

SEGA MASTER SYSTEM eight games: Wonderboy III, World Soccer, Chase HQ, Double Dragon, two jopads £130. Phone 0344 50860.
NINTENDO with SMB1, World Wrestling, Tetris and Mike Tysons Punch Out. £130 o.n.o. Ring 0637 875137 ask for Luke.
NINTENDO (NES VERSION) 2 joypads, extra joystick, 7 games: Rygar, Blades of Steel, Spy vs Spy, Mario Bros, Kid Karus, Metroid, Life Force. Also hint book for Nintendo games. Perfect condition, original boxes. £155. Phone Paul on Colchester 0206 572712.
MASTER SYSTEM PLUS with Safari Hunt, Hang On, Rocky and Golvenlious. Ring 0244 660673. £85. Will swap for Game Gear.
SEGA MASTER SYSTEM 22 games, light gun, rapid fire, extra joypad. £250. Phone 0698 829342. Call Alex after 6pm.
GAMEBOY with R-Type, Gargoyles Quest, Qwirk and Tetris, leads + headphones. £100 bargain. Ring 0709 541858. Ask for Adam after 4pm weekdays.
AMIGA 500 for sale, 14 games. Was £400 will sell for £300. Over £150 of games. Ring 611469 (Moira. N/Ireland) ask for Darren.
NINTENDO for sale, plus seven games: Super Mario Bros II, Turtles, Soccer, Skate or Die, Pinball, Bubble Bobble, Snake Rattle n Roll. All still in boxes. Four months old. £200 o.n.o. Tel: 0924 498848 after 4pm.
CHECK IT OUT! Amstrad CPC 464, Mouse, loads of games over 150, printer, colour monitor £450 o.n.o. 0865 52021 Malcolm.
SPECTRUM 128K with 80 games perfect working order bargain £100 phone 081 979 4446.
SEGA MASTER SYSTEM 9 games, Light Phaser, 3D glasses, joypad. Games include Golden Axe, Bomber Raid, £200 o.n.o. Phone David on 0992 713787.
FOR SALE 8 brill Commodore 64/128 games include Turrican, Off Road etc. only £5 each. Tel. (0705) 598984 after 6 p.m.
SEGA MASTER SYSTEM all boxed. Good condition. Only one month old. With extra control stick, also two control pads. Five good games, Super Monaco GP etc. Worth over £125, sell lot for £60. Phone (0707) 335419. Ask for Mark.
COMMODORE 64 2 cassette recorders +2 joysticks £200 worth of software. Altogether worth £400 sell for £145 tel. (09274) 25187.
FOR SALE Sega master System. Includes top titles such as Wonderboy III, Psycho Fox, Golden Axe and Joe Montana's twenty five top gmes for around £250 o.n.o. Phone Christian on (065) 6718672.
SEGA MASTER SYSTEM. v.g.c. Controller, Light phaser, 15 games all top names worth £500, sell for £280. Phone 081-461 0805.
SEGA SYSTEM PLUS. With light phaser, two Joypads, Control stick plus five games. Value £260 sell for £100. Might split. Tel. Mark (0442) 211607 (Hemel Hempstead).
SEGA MEGADRIVE plus two joypads and fifteen games including Mickey Mouse, Strider, After Burner, Super Monaco, Super hang on Ringside, Angels. Worth over £750, sell for £330, contact (091) 2675935.

MEGA

FOR SALE

GAMEBOY FIVE GAMES Batman, Turtles, Marioland, Tennis, Golf bargain £85. Tel. Exeter (0392) 214698 after 5 p.m will split, please ring.

CD-ROM UNIT and backup ram interface suitable for PC-Engine, includes Wonder Boy 3, Darius Twin, Carmen Sandiago and Super Sidearms games. With system card VZ.1, all leads and P.S.U. boxed, immaculate. Worth over £500, bargain at just £240! Phone (074) 2463430 after 7.

GAMEBOY including Tetris Turtles, Super Mario, Revenge-Gator, Golf. Carry case. All boxed as new. Worth £180, sell £125. Phone (0384) 238173.

U.K. MEGADRIVE 2 weeks old, hardly touched, still boxed with instructions plus Joypad, Super Monaco G.P. £120. Contact (0908) 367539.

FOR SALE SPECTRUM + 3 Discdrive with Joystick and games Mickey Mouse, Garfield N.O.M.A.D. and mor £90 o.n.o. tel. 081-445 4259.

FOR SALE Sega Master System, High Phaser Gun. Three games and sega control stick. £90 Phone (0902) 630932.

COMMODORE 64 for sale with Tape Deck and Books etc. Phone Matt on (021) 779 2276 (Birmingham) after 6 p.m. £60 o.n.o.

MEGADRIVE JAP. Runs all games. Includes: Joypad, John Madden's football, Super Real Basketball, unused. Boxed with receipts. £130 (0242) 515558.

ATARI ST. over 50 games v.g.c. disc box two Joysticks worth £950 sell for £425 o.n.o. Also sell 8-Bit E-Wat, 8-Bit convertor and 16–Bit last battle £19 each also SGFIGHTER Joystick £10. Contact Piero (0475) 568688.

AMSTRAD GX4000 games console with Burnin Rubber. Two Joypads, power pack etc. (boxed). Everything in mint condition £60 (0443) 431995.

AMAZING U.K. Megadrive bargain! with Japanese convertor. Joypad, 3 games including Strider, 4 mths. old, boxed with instructions £170. Phone (051) 6088661.

NINTENDO GAMES for sale. SPY versus Spy £15. Caslevania £20. Link £20, Donkey Kong £10. Phone Patrick, Birmingham (021) 3536571.

SEGA MASTER SYSTEM with light gun + controllers plus 6 top games inc. Mickey Mouse, World Cup 90 + operation Wolf £165 o.n.o. Phone (021) 705 9235.

SUPER FAMICOM SCART + Final Fight, F-Zero gradius III Swap for P.C. Engine CD. Rom system. Or sell £270. (0782) 312157.

JAPANESE PAL MEGADRIVE, 2 Joypads, 5 games inc. Mickey Mouse and Strider only £200 tel. (0484) 536461 ask for Liam. PC ENGINE PAL 5 games excellent condition. Phone (0484) 536461 ask for Liam, phone after 4.30 pm £150.

GAMEBOY with earphones. Four games, Soccer, Tennis, Golf and Qix (Volfied). Worth £150+ new. Sell for £75. Phone evenings (0276) 26166.

SEGA GAMES: Golden Axe £18, Wonder Boy II £15, Ninja £6 also 40 C64 games £35 phone after 5 p.m. (0753) 858716 (Ala).

MEGADRIVE (PAL) Includes six games John Madden, Ghostbusters Oj.Boy, Eswat, Moionwalkers, Altered Beast, also a game adaptor selling for £265 in brand new condition. Will sell games and adaptor seperately. Contacxt James on (0633) 49367.

SEGA MASTER SYSTEM + two built in games. Mint condition. Eight extra games. Joystick and rapd fire unit. Games include Wonderboy II, psycho fox, Rambo III and spell caster. Worth £300 will sell for £150 o.n.o. If interested phone (091) 4164836 all still boxed.

FOR SALE operationc for the gameboy £15 or swap for any other decent game. Contact Steve on (0246) 411001.

UK MEGADRIVE that has never been used for sale, comes with arcade power stick, Control pad and 17 great games like Mickey Mouse, Strider, Afterburner II, Ghouls "n" Ghosts etc. Bargain at only £350 quick sale needed contact Richard on (0698) 881 590.

FOR SALE Nintendo De-Luxe set 21 games two control pads and Zapper sell for £300 (Bargain) (Hurry) phone 426-5616 on Sundays after 2 p.m. ask for Chris or Dane.

NINTENDO FOR SALE Batman, Turtles and Castlevania for £110 ring (0788) 810035 or will swap for megadrive with one cart.

SPECTRUM 48K with over £300 worth of software including out-run, rock'n–wrestle, gauntlet. Joystick, bargain at £110 tel. (091) 489 8990.

MASTER SYSTEM Plus with 5 games inc. Moonwalker, Altend Beast 2 control pads. Light phaser £90 34585 after 6 p.m. Gillingham, Kent.

CONVERTED NINTENDO for sale and three games Super Mario II, Zelda II, Turtles II £140 o.n.o. ring 081–876 2726.

MEGADRIVE GAMES for sale Forgotten Worlds, Mystic Defender, Altered Beast all superb condition and all UK games. Swap for new or Gameboy or £60 ring as I will consider anything! Call on (051) 356 4234.

AMSTRAD CPC464 computer, Joystick, colour monitor plus 40 games, bargain price £150. Please phone after 6 p.m. 081–500 3987.

AMIGA GAMES Their Finest Hour, Super Hang-On, Batman, Afterburner, many more all boxed with instructions £5 each phone (0984) 31842.

NINTENDO CONTROL DECK + 8 top games, two controlers £170 o.n.o. Ring Sav on (071) 359 7133.

ATARI LYNX including Slime World game excellent condition 2 months old £90 o.n.o. please phone Winchester (0962) 856483 evenings please. Sega master system – 6 games, Psycho fox, Great golf RC. Grand Prix, Rocky action fighter (Holifter) + Joypads, control stick £150 telephone (0962) 856 483

MASTER SYSTEM PLUS plus 5 months old 10 games, light phaser, 2 control pads, new joystick cost £150 o.n.o. phone Paul between 6. – 9. p.m. 081–337 7660.

SEGA MASTER SYSTEM plus brand new light gun including six games good condition £75 o.n.o. call dean 081–500 8129 after 6 p.m.

I WILL SWAP my Atari Ltnx with two games for a game gear with one game or more or I will sell it for £95 if interested. Phone Dom £95 on Cambridge (0223) 835 668 after 4.30 p.m.

AMIGA A500 for sale v.g.c. with £130 ½meg upgrade with clock. Complete with Joystick and mouse. Also included 47 games which is worth £1200 itself. Complete sale for £500 o.n.o. ring Michael after 6 o'clock on (0602) 621370.

FOR SALE 8 Gameboy Games £15 each Castle Vania Motocross Mario Turtles Tennis Qix Base ball Penguin boy, tel. 071–241 6423

MEGADRIVE with two joypads and takes all coM-S sith seven top games which include M. Mouse, Super Monaco and Golden Axe and power base convertor with R-type everything is fully boxed a Mega bergain at £300 call (0290) 51267 after 5.30 p.m.

SPECTRUM 48K excellent value speccy with over 65 games inc. Robocop, Dizzy, Rampage, Renegade 1, 2 & 3. Phone 081–459 1118. Only £60 o.n.o.

NINTENDO DE-LUXE SET including R.O.B. Zapper. Also I quicshot joystick and nes Advantage joystic, 1 controller and 22 games including Zelda 1 + 2, also Mario 1 + 2 and many other new titles. Worth over £800 sell for £500. Telephone (0564) 777763 between 6.00-9.30.

MEGADRIVE GAMES for sale oe swap. Titles include super Shinobi, Budokan. Eswat and Mickey Mouse. Phone Paul on (0394) 278258.

FOR SALE AMSTRAD C.P.C. 464 with modulator, perfect condition. Loads of games including old hard to get classicx including Heartland Asphalt hive and many others plus most new games loads of mags worth £600, sell for £260 o.n.o.

LOOK EXCELLENT offer Gameboy + 6 games and spectrum mouse + 30 games £160, phone (0753) 888562.

SAM COYIPE plus disk drive. Excellent condition with communications interface and cables. Also lots of software and demos, including PCG'S dok top publishing and defenders of the earth. Make me an offer £150 +, ring Lee on (0302) 721693.

MEGADRIVE (PAL) and Spectrum + 3 for sale. Over 30 games for the spectrum. Megadrive is four months old and still with box and three mega games, price £260 o.n.o. Phone (021) 453 1041.

PC ENGINE GAMES Mr. Heli, Chan/Chan, r. Type, Naxat Golf £12.50 each also golf boy and stadium, baseball £8.50 each. (051) 546 4374.

I MUST BE BARKING MAD!! Gameboy one month old. Boxed as new, unwanted gift. Includes two player lead, sterio earphones, Double Dragon, Spiderman, Revenge of the Gator. Worth £150 will sell for £110 o.n.o. ring Steve on 081-644 3732.

MEGADRIVE BRAND NEW 12 months guarantee £110.00 no games but some games for sale from £15.00. Ring Mark (0476) 73192.

MEGADRIVE GAMES FOR SALE. Many good games, Strider, Midnight Ressistence, Ghouls 'n' Ghosts and Super Aiwolt. 13 games to sell all priced ground £10-£20 each, tel. (0787) 227938 if interested.

SEGA MASTER SYSTEM Lightgun 2 built in games S. G. comander nine other games including pas wrestling california games. Super Monico fantasy, Zone II, Wonderboy £150 o.n.o. Phone Steve (0633) 680324 swap for nintendo Amstrad 464 monitor 50 games sensible offers considered.

MEGADRIVE GAMES FOR SALE. Phone or send S.A.E. Paul 081–504 1106, 19 Itookstone way Woodford Green ESSEX 198 7LF.

SEGA MEGADRIVE GAMES inc. Golden Axe, Michey Mouse Hellfire, Forgotten worlds, Super Shinobi sell £225 o.n.o., phone (0803) 329120 Devon Torquay.

PAL PC ENGINE R.F. Joypad, Joystick, 11 New games. All boxed. Worth £600 + sell for £400 o.n.o. All good condition. Write to Mr. David So, 13 Retford Road, Worksop, Nottinghamshire S80 2PT. Tel. (0909) 481741 (after 4 p.m.).

SEGA MASTER SYSTEM plus Light gun, two control pads, rapid fire pad and two built in games. Seven other games. Including Shinobi, Golden Axe and Thunder Blade. Worth £288 selling for £180 o.n.o. Please ring (Gravesend) evenings (0474) 533709.

AMSTRAD GAMES for sale 28 good hit games call Rob 081-500 0710 £40 o.n.o. Tapes.

OFFICAL PAL MEGADRIVE plus jap to UK convertor 3 top games Altered Beast, Ghouls + Ghosts and Mickey Mouse (Jap) one normal joypad + one extra powerpad bargain at only £180 contact Bob after 6 pm on (021) 429 7625.

ENGLISH MEGADRIVE. Two months old with Mickey Mouse, Moonwalker, and James pond. Excellent Condition. Phone Simon (0733) 558868 (offers).

U.K. MEGADRIVE, includes eleven top games and Japanese convertor fully boxed excellent condition. Phone (0803) 558266 after 5.30 p.m.

PC ENGINE SUPER GRAFX with 22 games and 16 Japanese mags cost over £1000 sell for £400 no offers all boxed and good as new. Please write to Tony, 563A Hertford Road, Enfield, Middlesex EN3 5BQ, please give your phone number.

GAMEBOY WITH TETRIS excellent condition four months old boxed £50 o.n.o. also megadrive and gamegear games wanted. Phone Nik 081-303 1342 after 6 p.m.

SPECTRUM + **3** with around 120 games on disk and tape also 45 mags games. Like Rick Gangerous 2, Narc, R. Islands, Man.UTD. and Shadow warriorw in good condition, will not split. Will sell for £350 o.n.o. Phone after 6 p.m. on (0775) 87505.

ENGLISH MEGADRIVE plus 13 Japanese Games including Eswat Strider, Magical Flying hat, 15 English games including John Maddens, Dick Tracey, Shinobi, 2 joypads, joystick, 8 bit converter and japanese games converter, Worth £1245, sell for £800 o.n.o. Contact Owen on (0753) 79396.

SEGA MASTER SYSTEM Alex. k version 4 games, 2 joypads, 1 joystick, 1 rapid fire unit, 4 months old still boxed, worth over £200 going for £85 o.n.o. contact (0422) 845114, ring after 5 p.m. ask for Stuart.

PC ENGINE PAL five games including Chase HQ and Shinobi all boxed, worth £330 sell for £170 o.v.n.o. tel. (0742) 474987.

NINTENDO NES two joypads one rappid fire joystick and four games, Batman, Probotector, Zelda II and Turtles £165.00 Ring (0626) 873367. ZX SPECTRUM 128 K, Joystick and 9 games inc. Out run, Rambo and Short Circuit £55.00 Tel. (0626) 873367.

BARGAIN NINTENDO as new 6 fab games sell/swap for colour hand helo, worth£320, sell £180, phone Ralph (0489) 583635.

SEGA MASTER SYSTEM 8 games including Rocky California games, Vigilante, American Baseball worth £280 sell for £130, phone 071–241 4351. Also gameboy with 8 games including Winf Spiderman, Mario Land and Tetris worth £250 bargain at £125, phone 071–241 4351 between 6 p.m. + 9 p.m.

NINTENDO in wicked condition. Comes with 11 games including Mega Man, Batman, SMB, Duck Tales, Double Dragon II, Rush 'n'Attack, Black Manta, Turtles, Hogan's Alley, Kung Fu, Gradius and the Zapper. A bargain at £199 o.n.o. Phone Scot (061) 980 8287.

MASTER SYSTEM with four games sell for £80 or swap for Gameboy with game. Tel. after 4. (0533) 881834.

WANTED

WANTED cheap used Sega 8-bit + 16-bit carts, will buy everything. R.K. 4b currents Lane, Harwich, Essex CO12 3DE. Send list.

WANTED Sega Master System games will pay £11 each Maximum of two ultima 4 Paperboy World, Soccer, Wonderboy send name and address to Raymond Devitt, 67 Wolfe Tone Sq, West Bray Eire will pay by cheque upon receiving games.

DESPARATELY SEEKING megadrive + game and joypad. I will pay up to £100. Phone Andrew after 4 p.m. on (0453) 873222.

MART☆

WANTED Mickey Mouse, John Maddens Footy, Golden Axe and Ghouls n Ghosts for U.K. Megadrive. Ring Tony on 0909 485610.
WANTED for Sega Master System. Ultima IV for £15, Ys for £12, Miracle Warriors for £12, Spellcaster for £12, Lord of the Sword £12, Time Soldiers £12 Aletered Beast £12. Phone Mark on 0322 614052.
GAMEBOY wanted with or with out games. Willing to pay £60. Good condition please. Tel 048641 3619. Ask for Rory.
MEGADRIVE GAMES lists with price and condition to David Wickham, 77 Falcon Street, Plaistow, London E13 8DD.
WANTED Megadrive games English and Japanese. Send list to Mark Tyzack, 19 Browne Road, Fulwell Sunderland SR6 9HQ.
MEGADRIVES CARTS wanted. I will pay up to £22 send any British or Japanese games. 40 Burdie House Street, Edinburgh Scotland EH17 8HB. Payment sent same day I recieve cart (1st class). Any carts I do not want, sent back (1st Class).
NINTENDO N.E.S. games wanted especially Mega-Man, S.M.B.1, Zelda etc. Willing to pay £10-£15. Depending on title. Contact Snardy on 081 521 6715.
GAMEBOY URGENTLY WANTED. Will accept best offer before 9th august. Phone (02518) 2095 after 6 pm and ask for G. P. (please?).
WAR HAMMER Fantazy Battle Fortren. Buy for about £6, ring (0663) 751055. And ask for Matt. I'll pay for Postage.
WANTED PC ENGINE. Games not essential good price given or will swap for st. Megadrive games in full or part exchange. Phone (0664) 812 212 ask for Richard or contact 3 Dalgliesh Way, Asfordby Melton, Mowbray Leicestershire LE14 3RX 101% reply (pal).
USED MEGADRIVE & Gamegear carts wanted for sale & exchange, best prices paid. Titles in stock include Monaco Strider Populus Budokan etc. Please send s.a.e. to 6 York Way, St. Ives, Huntingdon, Cambs, PE17 6DU or darren on (0480) 65744 after 6 pm.
GAMEBOY 2nd hand wanted. Will pay £50. Must e in Manchester area. Ring Alex on (0625) 425 975 Hurry!
Swap Double Dragon on Sega Master for Ghostbusters, Chase HQ, Indiana Jones or any other good game. Ring Alex on (0625) 425 975.

SWAP

EXCHANGE Turtles (Nintendo) for World Wrestling (Temco). Phone 0827 59800.
WILL SWAP my Master System with 2 games Alex Kidd and Black Belt and will swap my Gameboy with one game Tetris for Megadrive with some games. Phone 0922 477508 (Wolves) ask for Mr Beeson.
WILL SWAP Blades of Steel + Section Z for Duck Tales or World Wrestling. Phone 0795 420817 (Kent).
I WANT TO SWAP Double Dragon II for Duck Tales or Mega Man II with instructions please. Ring 0477 37417.
MEGADRIVE CARTS for swap. Mickey Mouse, Strider, Golden Axe, Crackdown, Thunderforce III and James Pond. Ring 0759 72208.
I WILL SWAP Budokan for Populous or Sword of Vermillion. Phone 0902 333590 after 6.30pm and ask for Lee.
I WANT TO SWAP my Golden Axe, World Soccer, or Altered Beast for any decent Sega Master System games. 03552 29269.
NINTENDO ACTION PACK + SMB, Duck Tales, Turtles, Bionic Commando, worth £175. For Megadrive + game, good condition or will sell for £150 its in good condition still boxed contains all instructions call Anthony on 0400 81558 after 5pm weekdays any time weekends.
ON THE SEGA MEGADRIVE I will swap Altered Beast for Rambo III. Phone 0706 228916 (Lancs) ask for Alex.
SWAP U.K. Mickey Mouse for U.K. or U.S.A. Dick Tracy or Ghouls n Ghosts. Tel 0429 271850 after 4pm (MEGADRIVE).
N.E.S. I wish to swap Donkey Kong Classics for Wizards and Warriors for any good game. Phone 071 284 1197 ask for Styhe. P.S. or Super Mario Bros for Nintendo. Games come with boxes and manual. As well as Duck Tales.
WILL ANYONE SWAP my Megadrive inc. powerstick, 8-bit convertor, joypad, Afterburner II, Phantasy Star II and Action Fighter for a Super Famicom with at least 4 games. If interested call Tim on 081–677 8758 or sell for £350 worth about £420.
NINTENDO with six games and Advantage joystick, will swap for Megadrive or sell for £200. Games include Batman, Bionic Commando, Duck Tale, T.M.N.T. Also with two joypads. Six months old, still boxed. Phone 0424 717792 evenings (Hastings).
NINTENDO will swap Bionic Commando, Kid Icarus and Zelda for Mario II, Excitebite and Megaman. Tel: 0253 860798 and ask for Neal.
SWAP Spectrum 48K, mouse, Saga keyboard, joystick, 65+ games etc. For 2 decent Megadrive games or Atari Lynx. Call 0737 843822.
I WILL SWAP Track and Field II and Pro-Wrestle for Mario Bros II and Kung Fu. Phone James on 0706 621342.
I WILL SWAP Spiderman, Golf, Double Dragon, Tennis, F. Fantasy, Gargoyles Quest, Mercenary Force, Batman, Robocop, Gator, P.A. Football for any other half decent game. Such as W.W.F., Dragons Lair, Bubble Bobble, Soccer Boy etc. Ring Sean on 0245 354767 after 7pm.
WILL SWAP Nintendo version of Teenage Mutant Ninja Turtles for Super Mario II or Batman. Call 021 422 2744.
I WILL SWAP Batman, Cobra, Triangle, Kung Fu, Skate or Die, for any of your NES games. Phone 0304 812446.
SWAP Dick Tracy, Forgotten Worlds for Batman and good game. Write to James Ballard, 4 Froddington Road, Southsea, Hants PO5 4LB.
NINTENDO with three games under guarantee for Sega Megadrive with game(s) (Japanese or English, Pal). Tel: 0382 454985.
WANTED Gameboy with game, willing to swap 3 NES games: Top Gun, Ghosts n Goblins and Simons Quest. Tel: 0256 29944.
SWAP Kung Fu, Mario 1 or Spy vs Spy for Batman, Megaman 1 or 2, Gradius. Call Lee Hunt 0789 840712 after 4pm or W/E. Answer phone.
I WILL SWAP Pro Wrestling for your Psycho Fox. (SMS) Must have instructions. Call Adrian on 081 859 1126. Eltham.
SWAP The Adventures of Link for Silent Service or Double Dragon 1 or 2. Mark Nicholson, 26 Holbrook Cres. Bristol BS13 0EU.
ALTERED BEAST, Truxton, Eswat and Tomy Pinball game for swap with Atari Lynx and game, phone (0737) 552096.
SWAP AMERICAN Pro Footbal Altered beast or Rocky for Dead Angle, Rambo III or Wonderboy III. (0543) 274161.
Will swap 128K + 3 disc with lead for tapes plus loads of games for a megadrive. Phone Paul (0534) 63712.
I WILL SWAP Batman or T.M.N.T. for Mario Bros II, Mega Man II or Double Dragon II. I also have World Wrestling which I will swap for any up top and Castlevania, tel. (0634) 403824 ask for Barry.
I'LL SWAP Faxanadu for either: S. M. B. two, Double Dragon two or Wizzards and Warriors, if interested phone Alan on: (0935) 26198.
I WILL SWAP a Large Scalextric set plus Assessories worth £200 for Atari Lynx plus four games. Tel. (0679) 4707.
MEGADRIVE OWNERS I will swap Mickey Mouse for Gynoug, Aeroblasters, Wonderboy III, Ghostbusters, Midnight Resistance, Thunderforce III. Tel. Maurice (0727) 836834.
SPECTRUM 48K with many games will swap or sell. Swaps include Sega Nintendo or Commodore 64, please call (0328) 862590.
FOR SWAP Sega megadrive with 7 games inc. Super Monaco and PGA Tour Golf, 4 months guarantee. Left and new psu just brought. One control pad swap for/pal super famicom with 2 games, phone (0278) 786894, or will sell.
WANT TO SWAP? I will swap Golden Axe for Afterburner Eswat for Cyderball R/Angels for J/ Maddans I also have five more R.A.D. titles including R.G.A. Tour, Dick Tracey, Super Monaco, Final Blow and D.J. Boy. Please phone or wright to 16 Barford rise Luton Beds, LU2 9SG.
WILL SWAP my Nintendo Mario II for Disneys Duck Tales or Cojvertes Mario III Phone (0628) 472569 ask for Tim.
I WOULD like to swap Batman and Robocop for Double Dragon 2 and Simpsons. Tel. 567–0142.
SWAP MY GAMEBOY with all leads and 8 games inc. Dragons Layer, Batman, Double Dragon for a gamegear. Phone (0272) 560391.
I WOULD like to swap Mickey Mouse, Wonderboy III and Enduro Racer for Sega Games Strider, Pro Wrestling, Altered Beast, Psycho fox or any Alex Kid games. Phone Paul on (0733) 268981 after 4.00
I'LL SWAP John Maddens American Football for Populous or Jame's Pond, call Rob 081–500 0710.
SEGA MD swap Bonanza Bros for Rainbow Islands. Phone (0268) 284021.
NINTENDO GAMES swap Super Mario II for legend of Zelda or Mega Mart II. Phone (0240) 65231 ask for James.
I WOULD like to swap my Gameboy + 6 games with leads (price £240) for a Megadrive with a pal connector and ask for Clifford on (0753) 888562.
SWAP MY Master System with 18 games (Double Dragon, California Games, Pro Wrestling) for Gameboy. Must have UWF, Mario Land around 10 games contact Ben after 4.00 pm School days and after 10.00 am non schoold ays opn (0275) 374650.
NINTENDO GAMES for sale or swap "Legends of Zelda" £20 "Snake Rattle and Roll" £15 exchanged for any decent games. Phone (0985) 216996
I'LL SWAP Double Dragon II or Castle Vania for either Faxanadu Duck Tales or other good games. Tel. (0202) 693401 Stuart.
I WILL SWAP Trojan, R. C. pro-am, Wrecking Crew, Golf, Donkey Kong, or Barman for either Duck Tales, Life Force, Gremlins, Nintendo World Cup, World Wrestling or Kid Icarus. Please ring after 4.30 ask for Joseph tel:(0709) 860992.
MY WORLD Wrestling S.M.B.1 + Duckhunt (same cart) swap for S.M.B.2 Ghost Goblins, life force phone (0302) 788757 ask for Vin also Double Dragon 2 for Robocop or Batman Snap this, one up unless your stupid.
I WILL SWAP Donkey Kong for any other nes game call Andrew on (0642) 433114.
NINTENDO WILL SWAP Baseball, Turtles, Rygar, Excitebike for Pro Wrestling, or any other action games ogibw (0977) 518038 after 6 pm.
NES GAMES to swap. I will swap Mario II for Duck Tales, Batman for Double Dragon II, Bionic Commando for Life Force and Tiger Heli for Rad Racer. Phone Jeff on (0383) 722877 after 7 pm. all carts in good condition.
MEGADRIVE POPULARS for any good game or swap your games through my computer for only £3.50, tel. (0925) 225619 Neil.
I WILL SWAP my N.E.S. Adv. Link and Turtles for Mario II with Turbo Racing, Duck Tales, Mega Man II or Jetman, telephone (0761) 232773.
SPECTRUM 48K + 50 games will swap for nintendo or will sell £100. Please ring Robert at (0532) 758574.
WILL SWAP Gameboy, games Super Marioland, Qix, Batman, Fortress of fear for other good games. Phone Jeff 071–538 2273.
I'LL SWAP my forgotten worlds of Eswat for Sonie the hedgehog, Wrestle war or World Cup Soccer. Phone Diego (0905) 774701.
SOFTWARE exchange club. Megadrive and Gameboys. Send S.A.E. for free membership: G.E.C., Tynllidiart, Pont Glanowr, Barmouth, Gwynedd, LL42 1TQ.
NINTENDO SWAP I have these games to swap Trojan, Turtles, Batman, Super Mario 1 and Robocop for these games Festers Quest, Super Spike, Volleyball, Megaman 2, Kidicarus, Wizards and Warriors or Ducktales call Tom (0482) 712353.
WILL SWAP Ghouls 'n' Ghousts, English or Mystic Defender Japanese for PGA Golf, phone Paul (0892) 549468.
I WILL SWAP my revenge of Shinobi for Moonwalker, Strider, Rambo 3 or Dick Tracey. Jap. or. Eng. te. (091) 3863923.
SWAP Golden Axe or Eswat for either Batman moonwalker or Phanasy star III on II ring Cheltenham (0242) 513331.
Gameboy games for sale Tetris, Solar Striker T.M.N.T. Batman for only £15 each ring Cheltengam (0242) 513331.

MISCELLANEOUS

ATTENTION! new Console Magazine for all Consoles. Only 60p plus 19p p&p. Write to: Console Crazy, 38 Watergate Lane, Woocton, Liverpool L25 8QJ. A/C Cheques and Postal Orders payable to "CC".
BRILLIANT Play by mail Soccer. Be a manager at any club in Europe, great cash prizes to be won for Details send to Oliver Roland, Pocklington Walcot Rd, Banack Stanford Lincs PE9 3EX, (0780) 740662.
LIMITED PLACES Left in Soccer P.B.M. for a free rule book sen sae to Gary Joynes, 80 central Ave, Beeston, Nottingham NG9 2QQ.
COLCHESTER Console Hire Club. We rent games for the Megadrive Master system Nintendo and Amiga. You can also rent a Famicom or Megadrive with games for a week. For details phone (0206) 761641 or visit us, Interactive Consoles, Crouch Street, Colchester.
BORD WITH current software. Exciting new software swapping contacts club. All types of console and gmes machines catered for 100s of members, quarterly newsletter mints tips etc. Interested sae: R. Smith 164 Crown Street, Aberdeen AB1 2JB.

PEN PALS

PENPALS WANTED to reply to a Nintendo Nes owner write to Paul Ellis, 29 Matfield Road, Witham, Essex CM8 1EG.

SUBSCRIBE!

We've had literally hundreds of inquiries about getting together a subscription to MEAN MACHINES. So we've done it. And not in just any old fashion. Oh no! We want to give you readers the best offer possible - so we've done it!
To get a full 12 month's subscription (and that means 12 issues) all you have to pay for is the price of eleven issues (the same price you'd pay for them in the shop). The 12th issue and all the postage and packing is taken care by us!
Brilliant, eh? Saving you loads of money so you can put it towards the next mega console game! Are we generous or what?
The price of the subscription is only £19.25 (if you live in the UK), £32.00 if you live in an EEC country other than Britain) and £39.00 for the rest of the world.
How do you subscribe? Just fill out the form below, enclose a cheque/postal order/international money coupon and send it off to: MEAN MACHINES SUBSCRIPTIONS, PO BOX 300, PETERBOROUGH, PE1 5TQ.



HERE ARE THE REASONS WHY YOU SHOULD SUBSCRIBE TO MEAN MACHINES:

YOU'LL BE THE FIRST TO GET MEAN MACHINES - EACH ISSUE WILL BE PRIORITY MAILED TO YOU SO YOU'LL GET IT EVEN

BEFORE IT'S ON SALE IN THE NEWSAGENTS!

YOU'LL NEVER HAVE TO GO DOWN TO THE NEWSAGENTS TO GET YOUR COPY ONLY TO FIND OUT THAT THEY'VE SOLD OUT.

YOU'LL NEVER MISS AN ISSUE - VITALLY IMPORTANT IF YOU WANT TO KEEP UP WITH WHAT'S NEW ON THE CONSOLES SCENE!

YOU GET 12 ISSUES, BUT YOU ONLY HAVE TO PAY FOR 11!

WE'LL BE RUNNING SPECIAL SUBSCRIBER COMPETITIONS IN THE FUTURE WHICH ONLY SUBSCRIBERS WILL BE ELIGIBLE FOR!

WE'LL HAVE SPECIAL OFFERS FOR SUBSCRIBERS!

IT'D BE THE BEST PRESENT YOU COULD EVER GET - 12 MONTH'S SUPPLY OF THE GREATEST CONSOLES MAGAZINE IN THE ENTIRE UNIVERSE!

I WANT SUBSCRIPTION AND I WANT IT NOW! SO I HAVE ENCLOSED A CHEQUE/POSTAL ORDER/INTERNATIONAL MONEY MADE PAYABLE TO EMAP PLC ORDER FOR:

£19.25 (UK SUBSCRIPTION) ....
£32.00 (EEC COUNTRIES ONLY) ....
£39.00 (REST OF THE WORLD) ....

OR CHARGE MY VISA/ACCESS CARD. MY NUMBER IS: ....

NAME..

ADDRESS..

....

POST CODE...

SEND YOUR SUBSCRIPTION TO: MEAN MACHINES SUBSCRIPTIONS, PO BOX 300, PETERBOROUGH, PE1 5TQ
PLEASE NOTE: SUBSCRIPTIONS WILL BE PROCESSED AS QUICKLY AS POSSIBLE, BUT YOU SHOULD ALLOW 28 DAYS FOR THE ORDER TO BE PROCESSED AND EXPECT TO RECEIVE THE FIRST AVAILABLE ISSUE AFTER THAT.

KC'S COMPUTER EMPORIUM

37 PINFOLD GATE, LOUGHBOROUGH
LEICS, LE11 1 SG
TEL: (0509) 211799 FAX: (0509) 881600
Open 9.30am to 6.30pm Everyday Except Sunday

FAMICOM

FAMICOM + 2 JOYPADS + 2 FREE GAMES	299.00
ACT RAIZER	37.00
BOMBUZAL	24.00
BIG RUN	25.00
DARIUS TWINI	40.00
F-ZERO	38.00
FINAL FIGHT	37.00
GRADIUS III	37.00
PILOT WINGS	39.00
POPULOUS	39.00
ST GRADE BATTLE	39.00
SUPER MARIO WORLD	37.00
HOLE IN ONE GOLF	37.00
ULTRAMAN	39.00

LYNX

LYNX CONSOLE + PSU + CALIFORNIA GAMES	117.99
GAMES FROM 21.95	
LIGHTER POWER ADAPTOR	11.95

TRADE ENQUIRES WELCOME

PC ENGINE

PC GT HAND HELD + FREE GAME	£265
DEAD MOON	34.00
COMBAT POLICE II	29.00
LEGEND HERO TONMA	34.00
VIOLENT SOLDIER	24.00
JACKIE CHAN	29.00
MOTO ROADER II	CALL
HELL EXPLORER	24.00
YOKAI DOCHUKI	10.00

WE ALSO BUY AND PART EXCHANGE USED CARTRIDGES. MANY MORE LATEST TITLES FOR OTHER CONSOLES AND COMPUTERS IN STOCK PLEASE PHONE FOR MORE DETAILS AND ASK FOR **ADAM** OR **PETE**, OR CALL IN TO THE SHOP.

NAME :
ADDRESS :

POST CODE : TEL :

ITEM	COST
	£
	£
	£
	£
ADD £1 PER ORDER. SUB TOTAL	£
PLUS £5 PER CONSOLE FOR p&p	£
TOTAL	£

PLEASE ALLOW 10 DAYS FOR CHEQUE CLEARANCE.

EXPIRY DATE ___/___/___ MM
SIGNATURE
CHEQUE/PO/ACCESS/VISA/MASTER CARD

SEGA GAME GEAR

SEGA GAME GEAR + PSU	99.95
AND 3 GAMES	159.95
BASEBALL 91	19.00
COLUMNS	19.00
DEVILISH	24.00
FORBIDDEN PLANET	CALL
G-LOC	19.00
HEAD BUSTERS	19.00
KENETIC CONNECTION	19.00
MAGICAL GUY	CALL
MAPPY	24.00
MICKEY MOUSE	24.00
PENGO	23.00
RYUKYU	CALL
SHINOBI	24.00
SQUEAK	CALL
SUPER GOLF	24.00
SUPER MONACO GP	23.00
SOKOBAN	19.00
WONDERBOY	23.00
WOODY POP	23.00

CALL FOR NEW RELEASES

MEGADRIVE

UK MEGADRIVE + J/PAD	149.95
JPN MEGADRIVE + £33 GAME + H/PHONES	129.95
JPN GAME ADAPTOR	9.95
SCART LEAD	12.95
AERO BLASTERS	33.00
ALIEN STORM	CALL
BATMAN	33.00
BEAR KNUCKLE	JULY
BIMINI RUN	33.00
BONAZA BROS	34.00
BUSTER DOUGLAS BOXING	33.00
DARIUS II	28.00
DEVIL HUNTER	33.00
DICK TRACY	24.00
DJ BOY	19.00
ELEMENTAL MASTER	28.00
ESWAT	19.00
FANTASY SOLDIER III	35.00
FASTEST ONE	CALL
GYNOUG	30.00
GOLDEN AXE	24.00
HELL FIRE	19.00
ICU-GA	JULY
JEWEL MASTER	CALL
J. MADDEN FOOTBALL	30.00
KA GE KI	34.00
KLAX	23.00
LAKERS Vs CELTICS	37.00
LEGEND OF LANDEN	CALL
MAGICAL HAT	24.00
MARBLE LAND	CALL
MICKEY MOUSE	24.00
MIDNIGHT RESISTANCE	34.00
MOONWALKER	24.00
PGA TOUR GOLF	38.00
RINGSIDE ANGELS	32.00
SHADOW DANCER	22.00
SONIC THE HEDGEHOG	39.00
SPACE BATTLE GEONDA	CALL
STREET SHOCK	JULY
STRIDER	27.00
SUPER AIRWOLF	32.00
SUPER MONACO GP	33.00
STORMLORD	CALL
THUNDER FOX	JULY
VERITEX	33.00
VOLFIELD	28.00
WONDERBOY III	23.00
WRESTLE WOLF	CALL

NINTENDO

NINTENDO FROM	75.00
PYTHON 2 JOYSTICK	8.99
CART CLEANING KIT	9.99
DOUBLE DRAGON	37.00
DOUBLE DRAGON II	37.00
MEGA MAN II	38.00
PINBOT	37.00
PROBOTECTOR	37.00
SNAKE RATTLE ROLL	23.00
SOLAR JETMAN	37.00
SUPER MARIO II	37.00
SUPER OFF ROAD	23.00

CALL FOR ALL SEOND-HAND SWAPS AND GAMES

GAMEBOY

GAMEBOY + GAME + P&P	65.00
GAMELIGHT	9.99
MAGNIFIER	9.95
HARD CARRY CASE	9.95
AFTERBURST	19.00
ASTRO RABBY	19.00
BALLON KID	19.00
BASES LOADED	24.00
BATMAN	24.00
BUBBLE BOBBLE	19.00
CHASE HQ	19.00
DOUBLE DRAGON	19.00
FORTRESS OF FEAR	19.00
GHOSTBUSTERS II	24.00
HAL WRESTLING	24.00
HEIANKY ALIEN	19.00
JEOPARDY	24.00
KING OF THE ZOO	19.00
KUNG-FU MASTER	24.00
MARU'S MISSION	22.00
NFL FOOTBALL	24.00
NINJA BOY	22.00
OPERATION C	24.00
POWER MISSION	19.00
REVENGE OF GATOR	19.00
ROBOCOP	24.00
SKATE DIE BAD RAD	24.00
SNOOPY	19.00
SPIDERMAN	19.00
TASMANIA STORY	19.00
T. M. N. TURTLES	24.00
W. W. F. SUPERSTARS	23.00

PRO GAMES

10 MITCHAM LANE, STREATHAM, LONDON SW16 6NN

MAIL ORDER
TEL: 081 769 9937
081 769 4688
FAX: 081 664 7239

CUSTOMERS MUST CHECK THAT THE GAME REQUESTED IS COMPATIBLE WITH THEIR MACHINE

MEGADRIVE • GAME GEAR • NEO GEO • LYNX • ATARI ST

FAMICOM • PC ENGINE • GAMEBOY • NINTENDO • AMIGA

MEGADRIVE

MEGADRIVE FORM £129.95
UK CONVERTOR ADAPTS JAPANESE GAMES TO PLAY ON ENGLISH MACHINES

£24.95
D J BOY MEGA PANEL E-SWAT
GHOSTBUSTERS

£29.95
MAGICAL HAT MICKEY MOUSE HELLFIRE
SHADOW DANCER WONDERBOY III
GAIN GROUND DYNAMITE DUKE

£34.95
STRIDER HEAVY UNIT BONANZA BROS
MONSTER HUNTER...DANGEROUS SEED
ELEMENTAL MASTER AERO BLASTERS
SUPER AIRWOLF MUSHA ALESTE

£39.95
ZERO WING FIRE MUSTANG
PGA TOUR GOLF LAKERS VS CELTICS
SHINING & DARKNESS BIMINI RUN

LYNX

LYNX FROM £99.95
ALL GAMES £29.95

PC ENGINE GT £249.95

GAMEBOY

GAMEBOY TETRIS PACK £69.95
•
WWF £26.95
•
FINAL FANTASY £29.95
•
F1 RACE + 4 PLAYER ADAPTOR £29.95
•
ALL OTHER GAMEBOY GAMES £24.95 E.G.
KUNG FU MASTER ROBOCOP
BATMAN SERPENT
DRAGONS LAIR BUBBLE BOBBLE
DUCK TAILS TMNT
R-TYPE DOUBLE DRAGON
OPERATION CONTRA
•
CARRY CASES FROM £17.95

FAMICOMS

FAMICOMS FROM £299.95
GAMES
ULTRA MAN PILOT WINGS
GREAT BATTLE MARIO IV
BASEBALL F-ZERO
ACT RAISER GRADIUS III
FINAL FIGHT SIM CITY
R-TYPE DARIUS TWIN
HOLE IN ONE GOLF

NINTENDO

WE CONVERT THE NINTENDO NES TO RUN AMERICAN GAMES
CONVERSION £20 + £5 P+P
•
NINTENDO AMERICAN GAMES
(CONVERTED)
FROM £34.95 - £44.95
WWF
SUPER MARIO III
DOUBLE DRAGON
TURTLES II
JACKIE CHAN
BART SIMPSON V SPACE MUTANTS
MEGA MAN III
PUNISHER

GAME GEAR

GAME GEAR £109.95
GAME GEAR + GAME £129.95
•
GAMES £29.95
NINJA G-LOC WONDERBOY
MICKEY MOUSE DRAGON
CRYSTAL BASEBALL GOLF
DEVILISH PSYCHIC WORLD
•
ALL OLD GAMES £24.95

POSTAGE; IN LONDON GAME POSTED FREE OF CHARGE, CONSOLES £3.00. OUTSIDE LONDON GAMES £1.00, CONSOLES £5.00
PLEASE MAKE CHEQUES PAYABLE TO PROGAMES. PART EXCHANGE SYSTEM AVAILABLE. SECOND HAND GAMES SOLD.

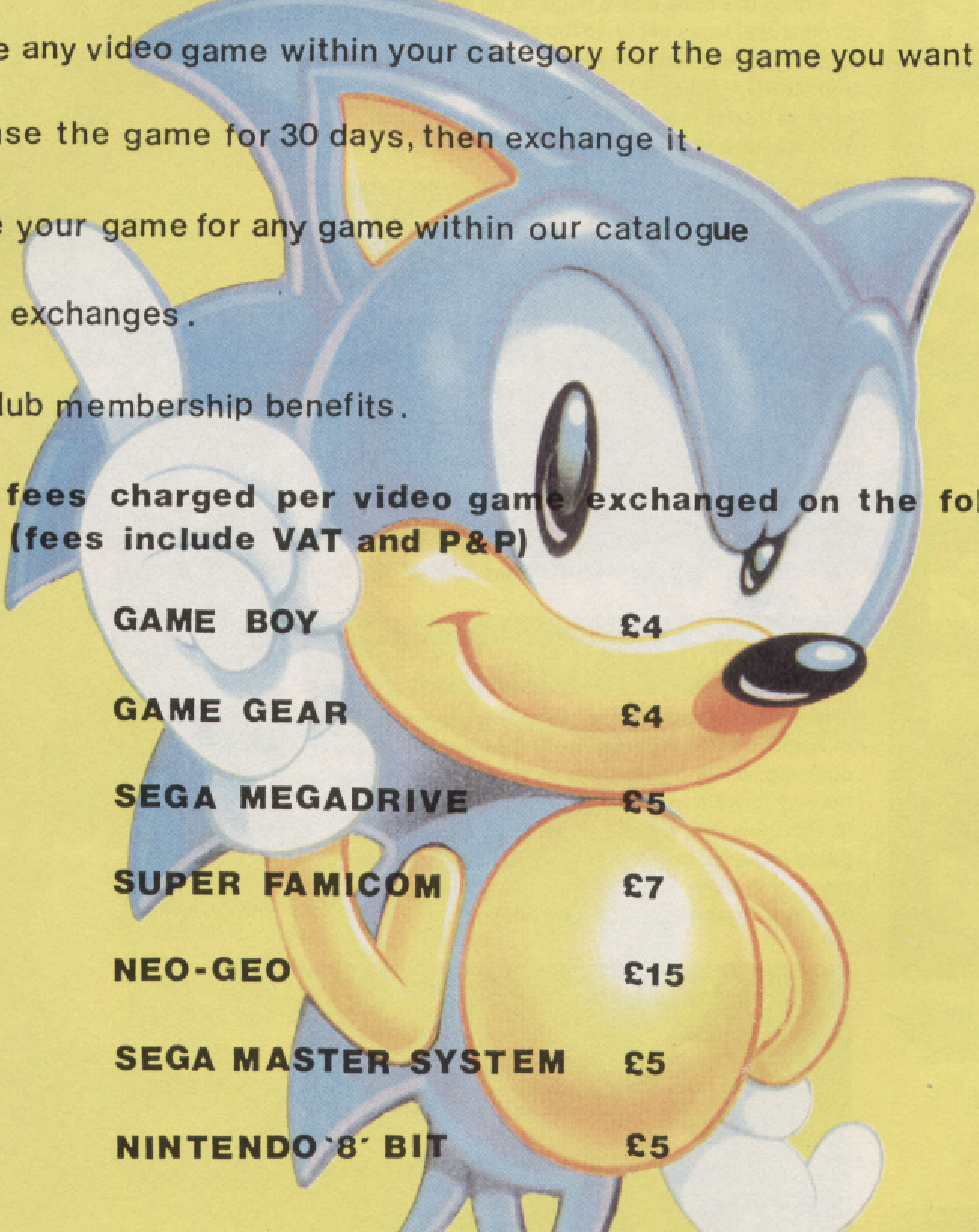
MACHINE SHACK: SHOP TEL: 081 769 6401

ARE YOU **STILL** BUYING A NEW VIDEO GAME EVERYTIME YOU **GET** TIRED OF THE OLD ONE?

JOIN THE **Solid Gold Exchange Club** AND

EXCHANGE IT INSTEAD!

To join the club, simply buy any new video game (software) or console (hardware) from Solid Gold Marketing Ltd. You will then automatically become a member of the **'SOLID GOLD EXCHANGE CLUB'**



- Exchange any video game within your category for the game you want.
- You can use the game for 30 days, then exchange it.
- Exchange your game for any game within our catalogue
- Unlimited exchanges.
- Special club membership benefits.

Exchange fees charged per video game exchanged on the following hardware: (fees include VAT and P&P)

GAME BOY	**£4**
GAME GEAR	**£4**
SEGA MEGADRIVE	**£5**
SUPER FAMICOM	**£7**
NEO-GEO	**£15**
SEGA MASTER SYSTEM	**£5**
NINTENDO '8' BIT	**£5**

REGULATIONS: All exchanges are subject to availability. If games are not returned within the 30 day period, membership be subject to cancellation or penalty. Exchange fees may change without prior notice. The SGEC retains the right to refuse or cancel membership at its sole discretion. Members will be responsible for damaged or lost games from point of dispatch until received at SGEC. Exchange fees to apply to UK customers only. International customers subject to an additional P&P charge, consult SGEC representative for further details.

CALL TODAY 0389 55599

PHONE LINES OPEN MON-FRI, 12noon-8PM, SAT, 9AM-5PM

PREVIEW

SEGA

While the Sultan is away, the evil Grand Vizier Jaffar has taken over the throne. And to cap it all, he's even trying to get his grubby mitts on the Sultana who he's abducted! Sounds like a rescue job is the order of the day, and you're the one to do the heroic deed.

The object of this first Sega release from Domark is to explore the 12 dungeons of the palace and search both for the hero's sword and the Sultan's daughter. He runs, jumps, edges forward and lowers himself off precipices. Potions along the way either help or hinder the hero, and the fat guards blocking the way get tougher and tougher as the levels progress.

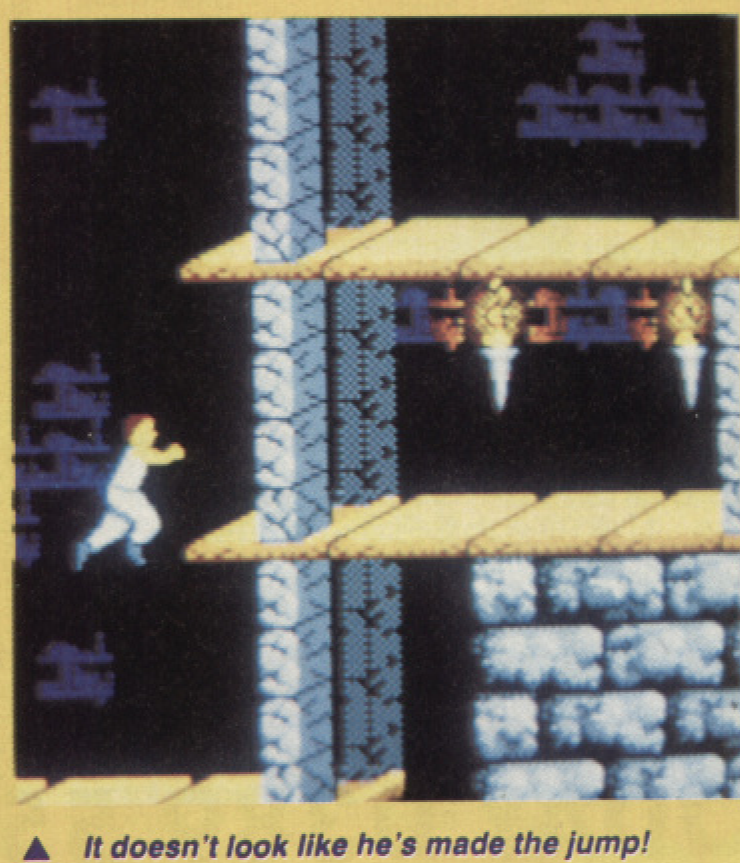
Prince of Persia was a huge hit on the computer formats and looks set to do the same on the Sega. The movement and gameplay are shaping up nicely, and MEAN MACHINES will supply a full review as soon as possible. What your appetite with these fantastic screen shots...



▲ *Slamming portcullises threaten to slice our man.*

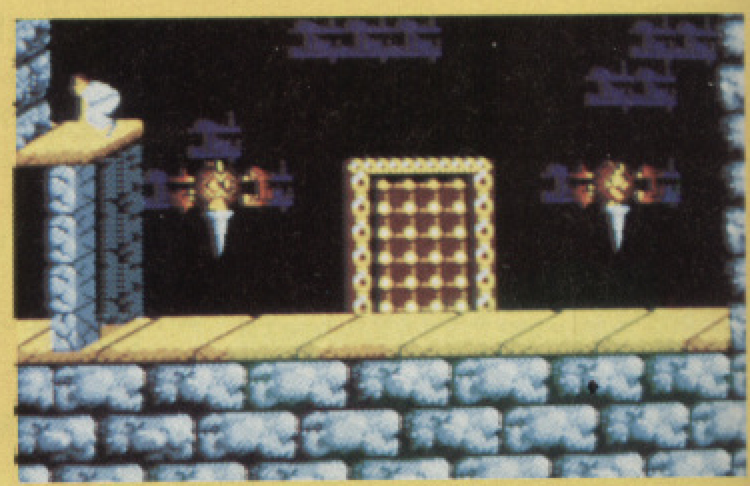
MOVING EXPERIENCES

The most impressive thing about Price of Persia is the movement of the main sprite. The animation is truly stunning, with the hero running, leaping and edging his way forward in amazingly realistic fashion. It's hard to show this with a static screenshot, but until the game is available in the shops you'll have to take our word for it! Even when he falls, the hero plummets and dies in a frighteningly accurate fashion!

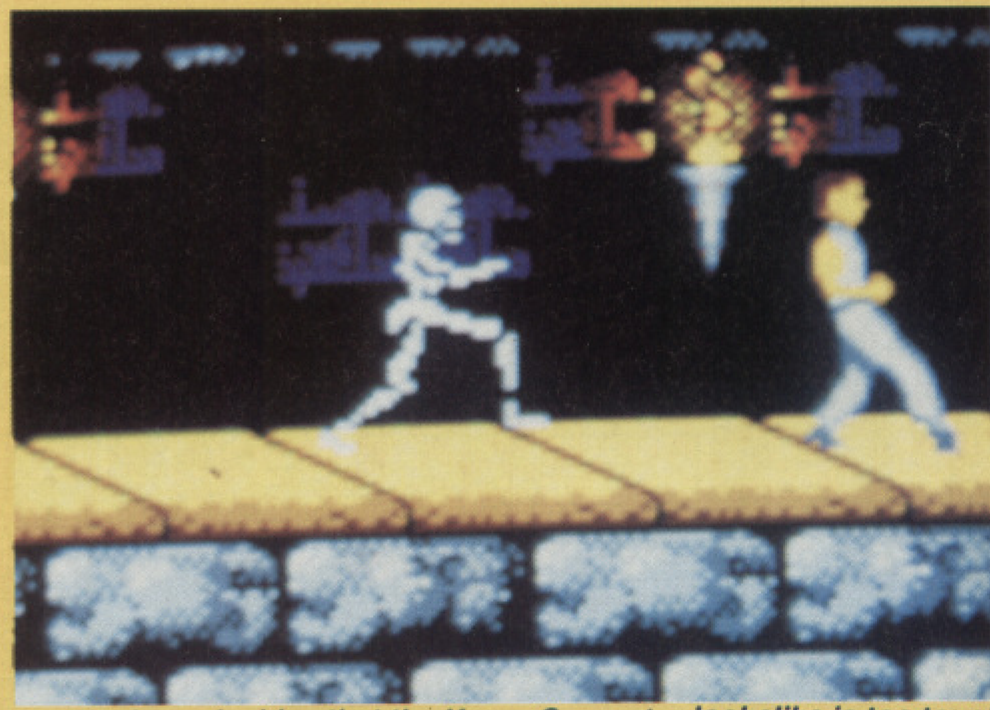


▲ *It doesn't look like he's made the jump!*

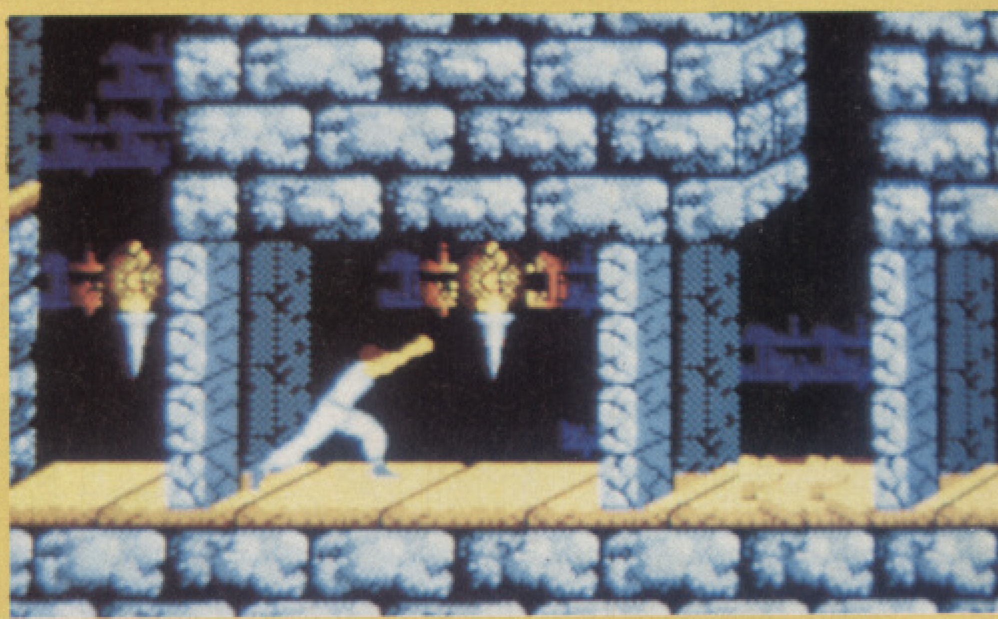






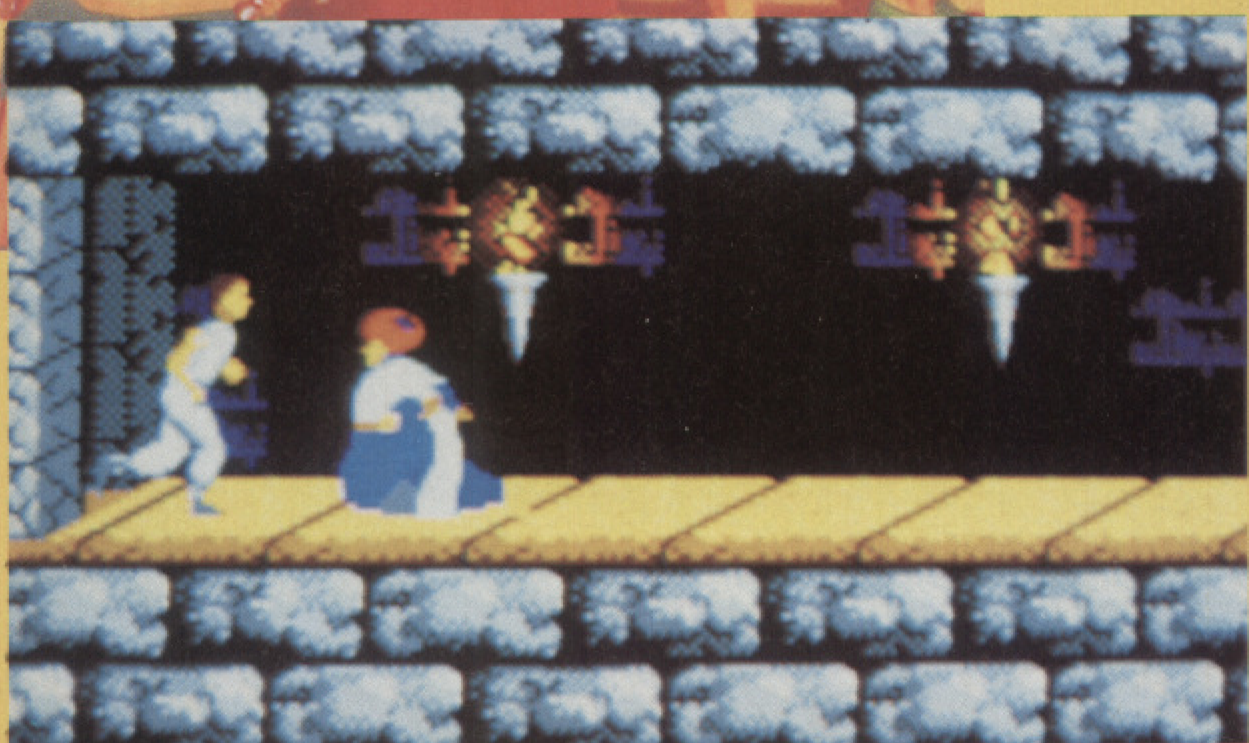


▲ *The hero decides that the Karen Carpenter lookalike is too tough.*



DUNGEON DENIZENS

The palace catacombs are full of terrors and traps. The eunuchs who guard certain passages have nothing to lose, so they fight with ferocity, especially on later levels. An added feature are the skeletons who also battle fiercely against any trespassers. Slamming gates, yawning chasms and collapsing floors conspire to kill our hero. Only the best can survive!



PRINCE of PERSIA

BY: DOMARK

PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: THREE
CONTINUES: NONE
SKILL LEVELS: ONE
RESPONSIVENESS: SUPER

1 PLAYERS

GAMEBOY MEGADRIVE GAMEGEAR NINTENDO LYNX FAMICOM

GAMES.....GAMES.....GAMES.....GAMES.....GAMES......GALORE

GAMEBOY MEGADRIVE GAMEGEAR NINTENDO LYNX FAMICOM

GAMEBOY

Games

18.79

CASTLEVANIA BATMAN
BUBBLE BOBBLE CHASE
HQ DAYS OF THUNDER
DOUBLE DRAGON
DUCK TALES FISH DUDE
GHOSTBUSTERS
HATRIS HAL WRESTLE
HARMONY GREMLINS
MEGAMAN NBA ALLSTR
OPERATION C NEMISIS
RED OCT ROBOCOP
R TYPE SCRABBLE
SKATE OR DIE
TURTLES WWF

ONLY **14.99**

BASES LOADED CATRAP
FORTRESS OF FEAR
SUPER MARIO LAND
DR MARIO BOXXLE
SPIDERMAN
BOOMERS ADVENTURE
BALOON KID
ALLEYWAY
PIPEDREAMS
KUNG FU MASTER
DEAD HEAT SCRAMBLE
SERPENT
BURAI FIGHTER

Consoles

63.99

NINTENDO GAMEBOY
INCLUDES TETRIS
HEADPHONES &
BATTERIES

Accessories

GAMELIGHT	7.99
MAGNIFERS	6.99
LIGHTBOY	16.99
AMPLIFIER	10.99
HARD CASE	10.75
SOFT CASE	8.99
POUCH	8.75

MEGADRIVE

Games

AFTERBURNER II	29.75
ALTERED BEAST	29.75
ARNOLD PALMER	29.75
ARROWFLASH	29.75
CRACKDOWN	29.75
CYBERBALL	29.75
DYNAMITE DUKE	29.75
ESWAT	19.75
FORGOTTEN WORLDS	29.75
GAIN GROUND	29.75
GHOSTBUSTERS	19.75
GOLDEN AXE	29.75
JB DOUGLAS BOXING	29.75
LAST BATTLE	29.75
MOONWALKER	19.75
WONDERBOY III	19.75
MYSTIC DEFENDER	29.75
REVENGE OF SHINOBI	29.75
SHADOW DANCER	19.75
SPACE HARRRIER II	29.75
SUPER HANG ON	29.75
SUPER LEAGUE BASEBALL	29.75
SUPER MONACO	29.75
SUPER REAL BASKETBALL	29.75
SUPER THUNDERBLADE	29.75
THUNDERFORCE II	29.75
TRUXTON	29.75
TWIN HAWK	29.75
THE MONSTER LAIR	29.75
BATTLE SQUADRON	34.75
BUDOKAN	34.75
DICK TRACEY	28.75
JAMES POND	34.75
MADDENS FOOTBALL	28.75
MONTANAS FOOTBALL	28.75
MICKEY MOUSE	21.75
PGA TOUR GOLF	34.75
POPULOUS	34.75
ZANY GOLF	25.75
GHOULS AND GHOSTS	38.75
STRIDER	24.75
SWORD OF VERMILLION	44.75
SUPER AIRWOLF	30.75
KA GE KI	35.75
TIGER HELI	32.75
BATMAN	27.75
MIDNIGHT REST	32.75
VOLFIED	19.95
DANGEROUS SEED	22.75
DARIUS II	27.75
ELEMENTAL MASTER	24.75
HELLFIRE	19.75
HARD DRIVING	24.75
MAGIC HAT	23.75
ATOMIC ROBOKID	23.75
GYNOUG	28.75
DJ BOY	18.75
THUNDERFORCE II	33.75

MOST TITLES ARE UK ORIGIN FEW ARE JAPANESE AND US PHONE FOR DETAILS

SONIC THE HEDGEHOG

ONLY 31.99

GAMEGEAR

Games

17.99

COLUMNS PSYCHIC WORLD
SUPER MONACO
WONDERBOY

21.99

DRAGON CRYSTAL G LOC
MICKEY MOUSE SHINOBI

Consoles

86.99

MEGADRIVE

Consoles

99.95

JAPANESE IMPORT
plays Jap / Genesis /
UK software !!!

Accessories

ARCADE STICK 29.99
CONTROL PAD 12.99
JAP ADAPTOR 8.99
8 BIT CONVERTOR 27.99

POSTAGE
GAMES 1.00 EACH
CONSOLES 5.00 EACH
ACCESSORIES 1.50 EACH

VISA ACCESS

NINTENDO

Games

35.99

ADVENTURES OF LINK
BATMAN
DAYS OF THUNDER
DOUBLE DRAGON II
DEFENDER OF THE
CROWN DUCK TALES
GUANTLET II
ROBOCOP GREMLINS
LEGEND OF ZELDA
MEGA MAN II
SUPER MARIO II

31.99

BAD DUDES BAYOU
BILLY MEGAMAN
DOUBLE DRAGON
GHOSTBUSTERS II
IRON SWORD
METL GEAR SILENT
SERVICE TURBO
RACING WORLD
WRESTLING TURTLES

26.99

BLADES OF STEEL
PINBOT PUNCH OUT
FAXANADU TOPGUN
WORLD CUP

Consoles

ACTION SET 97.00

LYNX

Games

19.50

PAPERBOY
ELECTROCOP
ZALOR MERCENARY
KLAX
SLIMEWORLD
MS PACMAN
BLUE LIGHTNING
ROADBLASTERS
CHIPS CHALLENGE
XENOPHOBE
GUANTLET III
RYGAR
ROBOSQUASH
GATES OF ZENDECON
(18 more COMING SOON)

Consoles

LYNX II 79.50

FAMICOM

Games

35.99

ACTERISER
BIG RUN
BOMBUZAL
DARIUS TWIN
F ZERO
FINAL FIGHT
GRADIUS III
HOLE IN ONE
PILOT WINGS
POPULOUS
SUPER MARIO 4

WWF VIDEO
TAPES ALSO
AVAILABLE
ONLY 14.99

IM OFF HOME TO GET

FREE STICKERS WITH EVERY ORDER



(LES IS THIS YOU !!??)

ON THAT PHONE......!!!!

GAMES GALORE

ORDER HOTLINE

081 572 0990

ORDER ADDRESS

46 a SYON LANE OSTERLEY MIDDX TW7 5NO

YOB'S *GLORIOUS* GOSSIP

WHAT A DOLL!

Hot from the USA comes news of a new Nintendo and Game Boy game which "Our Boys In The Office" (particularly Richard) are most keen to get hold of. In Barbie(TM) - The Video Game, the famed dolly is cast in a Cinderella-type role. She is dreaming of attending the Royal Fantasy Ball but has nothing to wear, so it's up to the player to find the magical fashion accessories she needs to make her the belle of the ball (hey! sounds like the perfect game for trendy Rich). "Discover powerful charms. Make new friends. And model some of the coolest fashions ever... Barbie is counting on you!" says the press-spiel. Rich says she can count on him any time. What a sick boy he is.



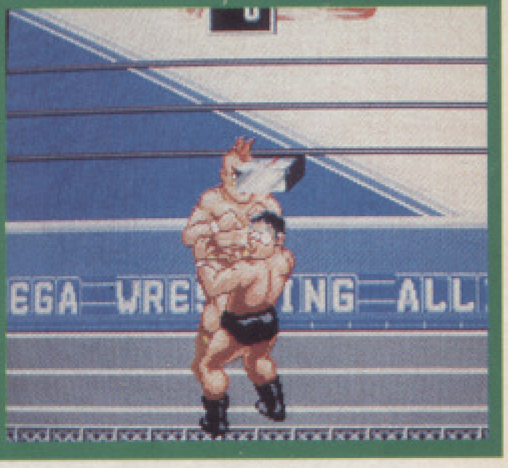
MEAN MACHINES RIPS OFF WRESTLE-MANIACS SHOCKER!!

Got a call the other day from a punter who had been told by another anonymous importer that, no, he couldn't buy Megadrive Wrestle War from them because it wasn't available at the time. "But how come MEAN MACHINES and Computer and Video Games have reviewed it then?" asked our little bird. "Ah, they didn't," came the reply, "They reviewed the arcade game - you can tell by the screenshots."



Oh-ho! Is that right? Well, before anyone else dares to impugn our credibility further, may I just point out that the arcade game didn't have a panel down the side of the screen with the wrestlers' power bars in it, nor does it print the word "PAUSE" on the screen! In fact, we got our copy of the game direct from Virgin who provide us with chips that slot into a circuit board. So let's have no more of this "reviewing arcade games" nonsense or I'll get upset and Oz will start to cry.

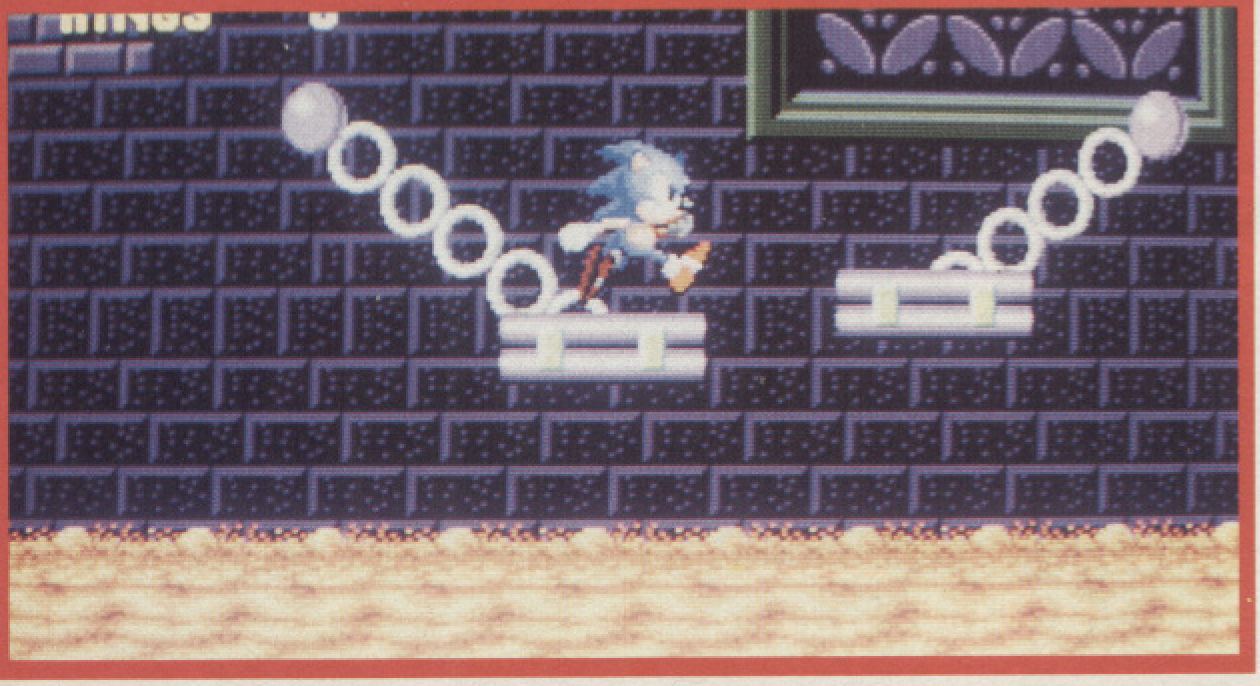




SONIC CLAMPDOWN

After a fair old bit of (not unjustified) hype, demand for Sega's Sonic the Hedgehog is reaching fever pitch among British Megadrive fans. Word reaches me from an anonymous importer that Sega of America are so worried about sharp British entrepreneurs buying up a load of Sonics in the USA and flogging them off over here before the official version actually hits the shelves. They've warned wholesalers not to send bulk orders of Sonic to UK addresses, or "it'll be the worse for them"! "If it comes down to it," said our anonymous correspondent, "we'll bloody go over there and buy a case full of 'em!" Sounds like they'll be expensive then!



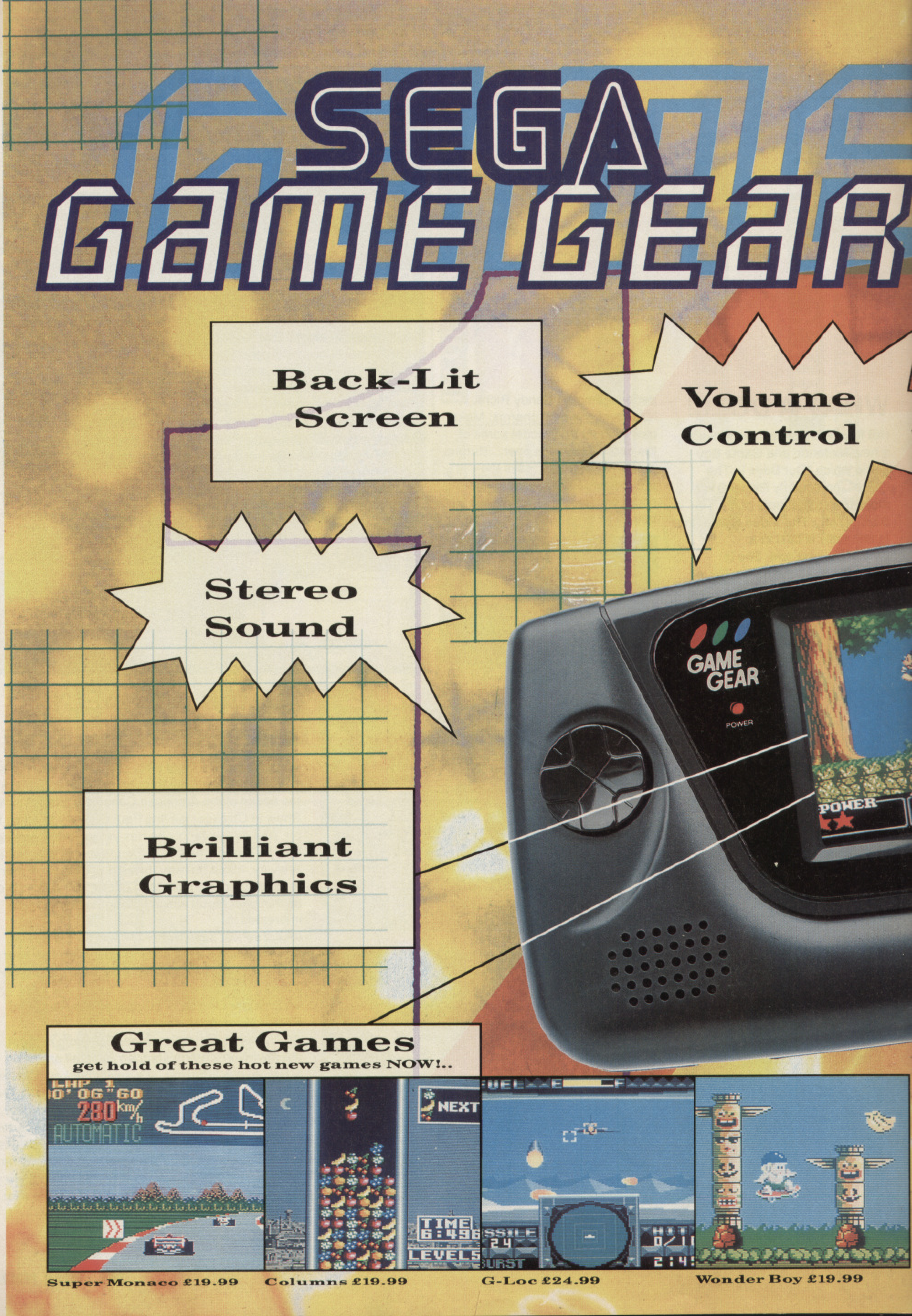


JULIAN RIGNALL IS MISSING!

Actually, that's a bit of a fib. Old Jules departed these shores about halfway through this issue to check out the scene at the American Consumer Electronics Show in Chicago, leaving Paul Glancey to finish things off. And as I write this he has yet to return, seeing as how he made a detour to Florida on his way home. Anyway, about halfway through the show he managed to rake up enough dimes to phone home, and brought us this brief report which I thought you might be interested in.

JAZ: *I've just seen Super R-Type on the Super Famicom and it's the second-best thing I've ever seen.*
PAUL: *Oh yeah? And what's the best thing you've seen?*
JAZ: *Super Ghouls 'n' Ghosts on the Famicom!*
PAUL: *Yow! What else is there?*
JAZ: *Smash TV on the Super Famicom is great, and the follow-up to John Madden Football on the Megadrive is amazing - it's an ice hockey game with fights breaking out all over the place! Oh, and Tengen have got some stuff which you'll love - Paperboy, and a Roadblasters conversion which is arcade perfect!*

Well, after that it sort of degenerated into questions about the weather and the hotel and presents he was supposed to bring back, so for more information you'll just have to read Jazza's show report in the next issue of MEAN MACHINES! See ya then!


SEGA
GAME GEAR
Back-Lit Screen
Volume Control
Stereo Sound
Brilliant Graphics
GAME GEAR
POWER
Great Games
get hold of these hot new games NOW!..
Super Monaco £19.99
Columns £19.99
G-Loc £24.99
Wonder Boy £19.99


we ain't PRETENDIN'
Full Colour TV Tuner coming soon
Battery Pack available soon
SEGA PORTABLE VIDEO GAME SYSTEM
START
Full Colour Screen
Head To Head Cables available soon
Actual Size: Game featured on screen. Castle of Illusion starring Mickey Mouse £24.99.
...plus these terrific tasty titles!!!
Golden Axe £24.99
Shinobi £24.99
Psychic World £19.99
Dragon Crystal £24.99
Putter Golf £19.99
now...watch out every month for more fantastic games from SEGA!
Game Gear only £99.99
SEGA
VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON W11 4LA.
• Game not included

NEXT MONTH!!



IN THE RIP-ROARING AUGUST EDITION OF BRITAIN'S NUMBER ONE CONSOLE MAG WE'LL HAVE THE USUAL STACK OF EXCLUSIVE REVIEWS, INVALUABLE TIPS AND AMAZING CONSOLE NEWS!

DON'T MISS IT!

OUT JULY 27TH, ONLY £1.75!

WHIZZ-KID GAMES

0622 766010

MAIL ORDER HOTLINE

UNIT 9, MID KENT SHOPPING CENTRE, MAIDSTONE, KENT. 0622 766010	22 STATION SQUARE, PETTS WOOD, KENT. 0689 827816	90 HIGH ST, SIDCUP, KENT. 081 300 0990	166 HIGH ST, BECKENHAM, KENT. 081 650 1205	292 HIGH ST, ORPINGTON, KENT. 0689 821515	286 LONSDALE DR, RAINHAM, KENT. 0634 35641

GAMEBOY

BLACK CARRY ALL	15.00
CASE BOY	15.00
GAMEBOY SYSTEM	69.00
ILLUMINATOR	13.00
LIGHT BOY	20.00
NUBY CARRY BAG	10.00
NUBY GAME LIGHT	10.00
WAISTBAG	8.00

TITLE	NEW	USED
AMAZING PENGUIN	20.00	14.00
BALLOON KID	20.00	14.00
BASES LOADED	25.00	17.00
BATMAN	25.00	17.00
BATTLE BULL	25.00	17.00
BATTLESHIP	25.00	17.00
BEETLEJUICE	25.00	17.00
BUBBLE BOBBLE	25.00	17.00
BUBBLE GHOST	25.00	17.00
BUGS BUNNY	25.00	17.00
BUGS BUNNY II	25.00	17.00
BURDAI DELUXE	25.00	17.00
CASTLEVANIA	20.00	14.00
CHASE HQ	25.00	17.00
CHESS MASTER	25.00	17.00
COSMO TANK	25.00	17.00
CURTIS STRANGE GOLF	25.00	17.00
CYRAID	25.00	17.00
DEAD HEAT SCRAMBLE	20.00	14.00
DOUBLE DRAGON	20.00	14.00
DR MARIO	25.00	17.00
DUCK TALES	25.00	17.00
F-1 RACER + 4 PLAYER	28.00	18.00
FINAL FANTASY	25.00	17.00
FISH DUDE	25.00	17.00
FORTRESS OF FEAR	20.00	14.00
GARGOYLES QUEST	20.00	14.00
GHOSTBUSTERS II	25.00	17.00
GO GO TANK	25.00	17.00
GREMLINS II	25.00	17.00
HAL WRESTLING	25.00	17.00
HARMONY	20.00	14.00
HYPER LOAD RUNNER	20.00	14.00
IN YOUR FACE	25.00	17.00
ISHIDO	25.00	17.00
JEOPARDY	25.00	17.00
KLAX	25.00	17.00
KUNG FU MASTERS	25.00	17.00
KWIRK	25.00	17.00
LOCK AND CHASE	20.00	14.00
MALIBU BEACH VOLLEY	20.00	14.00
MARUS MISSION	25.00	17.00
MEGA MAN	25.00	17.00
MERCENARY FORCE	25.00	17.00
MOTOCROSS MANIA	20.00	14.00
MYSTERIUM	25.00	17.00
NEMESIS	20.00	14.00
NFL FOOTBALL	25.00	17.00
NINJA BOY	25.00	17.00
NINJA TURTLES	25.00	17.00
OPERATION C	25.00	17.00
PAPERBOY	25.00	17.00
PENGUIN WARS	20.00	14.00
PIPEDREAM	25.00	17.00
PLAY ACTION FOOTBALL	25.00	17.00
POWER MISSION	20.00	14.00
POWER RACER	25.00	14.00
PRINCESS BLOBETTE	25.00	17.00
R-TYPE	25.00	17.00
REVENGE OF THE GATOR	20.00	14.00
ROBOCOP	25.00	17.00
SIDE POCKET	25.00	17.00
SKATE OR DIE	20.00	14.00
SOLO STRIKER	20.00	14.00
SPIDERMAN	20.00	14.00
SPUD'S ADVENTURE	25.00	17.00
SUPER MARIO LAND	20.00	14.00
SUPER SCRABBLE	25.00	17.00
TASMANIA STORY	25.00	17.00
TENNIS	20.00	14.00
WORLD BOWLING	25.00	17.00
WWF SUPERSTARS	25.00	17.00

GAME GEAR

SEGA GAME GEAR	99.00

TITLE	NEW	USED
BERLIN WALL	25.00	16.00
CHASE HQ	25.00	16.00
COLUMNS	25.00	16.00
DEVILISH	25.00	16.00
DRAGON CRYSTAL	25.00	16.00
FANTASY ZONE GEAR	25.00	16.00
G-LOC	25.00	16.00
HASTLE GOLBY	25.00	16.00
HEAD BUSTER	25.00	16.00
MAGICAL GUY	25.00	16.00
MAPPY	25.00	16.00
MICKY MOUSE	25.00	16.00
PENGO	25.00	16.00
POP BREAKER	25.00	16.00
PSYCHIC WORLD	25.00	16.00
PUT AND PUTTER	25.00	16.00
SHANGHAI	25.00	16.00
SHINOBI	25.00	16.00
SUPER MONACO	25.00	16.00
WONDERBOY	25.00	16.00
WOOLY POP	25.00	16.00

ATARI LYNX

LYNX KIT CASE	15.00
LYNX POUCH	10.00
LYNX SUN SCREEN	6.00
LYNX SYSTEM	89.00
LYNX + GAME+PSU	129.00

TITLE	NEW	USED
BLUE LIGHTNING	29.95	19.00
CHIPS CHALLENGE	29.95	19.00
ELECTRO COP	29.95	19.00
GATES OF ZENDECON	29.95	19.00
GAUNTLET III	29.95	19.00
KLAX	29.95	19.00
MS PACMAN	29.95	19.00
PAPERBOY	29.95	19.00
RAMPAGE	29.95	19.00
ROADBLASTERS	29.95	19.00
RYGAR	29.95	19.00
SHANGHAI	29.95	19.00
SLIME WORLD	29.95	19.00
XENOPHOBE	29.95	19.00
ZALOR MERCENARY	29.95	19.00

MEGADRIVE USA

8 BIT CONVERTER	29.00
ARCADE PWRSTICK	35.00
GIZMO JOYSTICK	40.00
HARD CARRY CASE	39.00
MEGADRIVE +GAME	129.00
MEGADRIVE UK	149.00
PRO 1 JOYSTICK	20.00
PRO 2 JOYPAD	15.00
SEGA JOYPAD	15.00
SOFT CARRY CASE	29.00
STRIKER JOYPAD	20.00

TITLE	NEW	USED
ABRAHAMS BATTLE TANK	40.00	20.00
AFTERBURNER II	35.00	15.00
ALEX KIDD	30.00	12.00
ARNOLD PALMER GOLF	30.00	12.00
ARROW FLASH	30.00	12.00
ATOMIC ROBOKID	30.00	12.00
AXIS FZ	30.00	12.00
BATMAN	35.00	15.00
BATTLE SQUADRON	35.00	15.00
BUDOKAN	35.00	15.00
BURNING FORCE	30.00	12.00
BUSTER DOUGLAS BOXING	35.00	15.00
COLUMNS	30.00	12.00
CRACK DOWN	35.00	15.00
CYBERBALL	25.00	10.00
DICK TRACY	35.00	15.00
DJ BOY	30.00	12.00
DYNAMITE DUKE	30.00	12.00
ESWAT	30.00	12.00
FANTASIA	35.00	18.00
FATAL LABYRINTH	25.00	10.00
FIRE SHARK	30.00	12.00
FLICKY	20.00	14.00
FORGOTTEN WORLDS	30.00	12.00
GAIARES	40.00	18.00
GAIN GROUND	35.00	15.00
GHOST 'N GHOULS	40.00	18.00
GHOSTBUSTERS	30.00	12.00
GOLDEN AXE	35.00	15.00
GRANADA	35.00	15.00
HARD DRIVING	25.00	10.00
HARDBALL	35.00	18.00
HELLFIRE	35.00	15.00
HORZOD ZWEI	30.00	12.00
INSECTOR X	30.00	12.00
JAMES POND	40.00	18.00
JOE MONTANA FOOTBALL	35.00	15.00
JOHN MADDEN FOOTBALL	35.00	15.00
JUNCTION	30.00	12.00
KLAX	30.00	12.00
MICKEY MOUSE	35.00	18.00
MIDNIGHT RESISTANCE	40.00	18.00
MOONWALKER	35.00	15.00
MUSHA ALESTE	35.00	15.00
MYSTIC DEFENDER	35.00	15.00
PAT RILEY BASKETBALL	35.00	15.00
PGA TOUR GOLF	40.00	18.00
PHANTASY STAR II	45.00	18.00
PHANTASY STAR III	45.00	18.00
PHELIOS	30.00	10.00
POPULOUS	35.00	15.00
POWERBALL	35.00	18.00
RAMBO III	30.00	15.00
RASTAN SAGA II	35.00	15.00
REVENGE OF SHINOBI	35.00	15.00
SAGAIA	35.00	18.00
SHADOW BLASTER	30.00	10.00
SHADOW DANCER	35.00	15.00
SONIC THE HEDGEHOG	35.00	20.00
SPACE HARRIER 2	35.00	12.00
SPACE INVADERS	30.00	18.00
SPIDERMAN	35.00	18.00
STAR CONTROL	40.00	20.00
STORMLORD	35.00	20.00
STRIDER	40.00	20.00
SUPER HANG ON	30.00	12.00
SUPER MONACO G/PRIX	35.00	15.00
SWORD OF SODAN	25.00	10.00
SWORD OF VERMILLION	45.00	18.00
TECHNOCOP	30.00	10.00
THUNDERFORCE III	35.00	15.00
TOMMY LASORDA BASEBALL	30.00	12.00
TRUXTON	35.00	15.00
TWIN COBRA	30.00	18.00
VALIS III	40.00	20.00
WARRIOR OF ROME	40.00	20.00
WORLD SOCCER	30.00	12.00
ZANY GOLF	25.00	10.00

MEGADRIVE JPN

TITLE	NEW	USED
AEROBLASTER	30.00	20.00
AFTERBURNER II	30.00	20.00
ALIEN STORM	35.00	20.00
ALTERED BEAST	30.00	15.00
AMBITION OF CEASER	35.00	15.00
ARROW FLASH	20.00	10.00
ASSUALT SUIT LEYNOS	20.00	10.00
ATOMIC ROBOKID	25.00	12.00
AXIS FZ	30.00	15.00
BARE KNUCKLE	35.00	20.00
BATMAN	35.00	25.00
BATTLE GOLFER	30.00	15.00
BONAZA BROTHER	35.00	20.00
BURNING FORCE	25.00	12.00
COLUMNS	25.00	12.00
CRACK DOWN	25.00	12.00
CURSE	25.00	12.00
CYBERBALL	25.00	12.00
DAI SENPU (1943)	20.00	10.00
DANGEROUS SEED	30.00	12.00
DARIUS II	35.00	15.00
DJ BOY	20.00	10.00
DYNAMIC DUKE	25.00	10.00
ELEMENTAL MASTER	25.00	10.00
ESWAT	20.00	10.00
FAT MAN	30.00	15.00
FINAL BLOW	30.00	15.00
FIRE SHARK	30.00	15.00
FORGOTTEN WORLDS	30.00	15.00
GAIARES	35.00	15.00
GAIN GROUND	25.00	10.00
GHOST 'N GHOULS	35.00	15.00
GHOSTBUSTERS	20.00	10.00
GOLDEN AXE	30.00	12.00
GRANADA	25.00	12.00
GYNOUG	35.00	20.00
HARD DRIVING	25.00	12.00
HEAVY UNIT	30.00	15.00
HELLFIRE	25.00	12.00
INSECTOR X	25.00	12.00
JEWEL MASTER	35.00	20.00
JUNCTION	25.00	12.00
KA KE GI	35.00	20.00
KLAX	25.00	12.00
KU GA	45.00	28.00
KUJAKU II	20.00	10.00
LAST BATTLE	25.00	12.00
LEGEND OF RIDEN	45.00	28.00
MAGICAL HAT	30.00	15.00
MARBLE LAND	40.00	25.00
MASTER GOLF	30.00	15.00
MASTER OF MONSTER	40.00	25.00
MEGA PANEL	30.00	15.00
MICKEY MOUSE	30.00	15.00
MIDNIGHT RESISTANCE	38.00	20.00
MONSTER HUNT	30.00	15.00
MOONWALKER	30.00	15.00
MUSHA ALESTE	30.00	15.00
MYSTIC DEFENDER	30.00	15.00
NEW ZEALAND STORY	35.00	20.00
PHELIOS	25.00	12.00
RAINBOW ISLANDS	38.00	20.00
RAMBO III	30.00	15.00
RASTAN SAGA II	30.00	15.00
RINGSIDE ANGEL	30.00	15.00
SHADOW BLASTER	25.00	12.00
SHADOW DANCER	30.00	15.00
SPACE HARRIER 2	25.00	15.00
STAR CRUISER	35.00	20.00
STREET SMART	35.00	20.00
STRIDER	35.00	20.00
SUPER AIRWOLF	35.00	20.00
SUPER HANG ON	30.00	15.00
SUPER MONACO G PRIX	30.00	15.00
SUPER REAL BASKETBALL	25.00	12.00
SUPER SHINOBI	35.00	20.00
SUPER THUNDERBLADE	30.00	15.00
TATSUJIN	25.00	12.00
THUNDER FORCE II	30.00	12.00
THUNDERFORCE III	30.00	12.00
THUNDERFOX	35.00	20.00
TIGER HELI	35.00	20.00
VALIS III	30.00	15.00
VERYTEX	35.00	20.00
VOLFIED	25.00	12.00
WADOVA FOREST	35.00	20.00
WHIPRUSH	15.00	10.00
WONDER BOY III	30.00	15.00
WORLD SOCCER	30.00	15.00
WRESTLE WAR	35.00	20.00
WRESTLEBALL	25.00	12.00
XDR	20.00	10.00
ZERO WING	40.00	25.00

MASTER SYSTEM

MASTER SYSTEM	59.00
MASTER PLUS	79.00
LIGHT PHASER	29.00
CONTROL STICK	15.00
CONTROL PAD	8.00
SG COMMANDER	10.00

TITLE	NEW	USED
AFTERBURNER	29.00	11.00
AIRIAL ASSAULT	29.00	11.00
ALEX KIDD LOST STAR	19.00	7.00
ALEX KIDD HIGH TECH	24.00	9.00
ALEX KIDD MIRACLE WORLD	24.00	9.00
ALEX KIDD SHINOBI WORLD	29.00	11.00
ALIEN SYNDROME	24.00	9.00
ALTERED BEAST	29.00	11.00
AMERICAN BASEBALL	29.00	11.00
AMERICAN PRO FOOTBALL	29.00	11.00
ASSAULT CITY	29.00	11.00
ASTRO WARRIOR	24.00	9.00
BASKETBALL NIGHTMARE	29.00	11.00
BATTLE OUTRUN	29.00	11.00
BLACK BELT	24.00	9.00
BOMBER RAID	29.00	11.00
CALIFORNIA GAMES	29.00	11.00
CAPTAIN SILVER	29.00	11.00
CASINO GAMES	29.00	11.00
CHASE HQ	29.00	11.00
CHOPLIFTER	24.00	9.00
CLOUD MASTER	29.00	11.00
CYBORG HUNTER	24.00	9.00
DANAN JUNGLE FIGHTER	29.00	11.00
DEAD ANGLE	29.00	11.00
DICK TRACY	29.00	11.00
DOUBLE DRAGON	29.00	11.00
DOUBLE HAWK	29.00	11.00
DYNAMITE DUX	29.00	11.00
E-SWAT	29.00	11.00
FANTASY ZONE II	24.00	9.00
FANTASY ZONE THE MAZE	24.00	9.00
FIRE AND FORGET II	29.00	11.00
GALAXY FORCE	29.00	11.00
GANGSTER TOWN	24.00	9.00
GAUNTLET	29.00	11.00
GHOSTBUSTERS	29.00	11.00
GHOULS AND GHOSTS	29.00	11.00
GOLDEN AXE	29.00	11.00
GOLFAMANIA	32.00	12.00
GOLVELLIUS	29.00	11.00
GREAT BASEBALL	24.00	9.00
GREAT BASKETBALL	24.00	9.00
GREAT FOOTBALL	24.00	9.00
GREAT GOLF	24.00	9.00
GREAT VOLLEYBALL	24.00	9.00
HEAVYWEIGHT BOXING	24.00	9.00
IMPOSSIBLE MISSION	29.00	11.00
INDIANA JONES	29.00	11.00
KENSEIDEN	29.00	11.00
KUNG FU KID	24.00	9.00
MICKY MOUSE	29.00	11.00
MIRACLE WARRIOR	32.00	12.00
MONOPOLY	29.00	11.00
MOONWALKER	29.00	11.00
OPERATION WOLF	29.00	11.00
OUT RUN	29.00	11.00
PAPERBOY	29.00	11.00
PENGUIN LAND	29.00	11.00
PHANTASY STAR	39.00	15.00
POWERSTRIKE	24.00	9.00
PRO WRESTLING	24.00	9.00
PSYCHO FOX	29.00	11.00
QUARTET	24.00	9.00
R-TYPE	29.00	11.00
RAMBO III	29.00	11.00
RAMPAGE	29.00	11.00
RASTAN	29.00	11.00
RC GRAND PRIX	29.00	11.00
ROCKY	29.00	11.00
SCRAMBLE SPIRIT	29.00	11.00
SHANGHAI	24.00	9.00
SHINOBI	29.00	11.00
SHOOTING GALLERY	24.00	9.00
SHOOTING GAMES	24.00	9.00
SLAP SHOT	29.00	11.00
SPACE HARRIER	29.00	11.00
SPELLCASTER	29.00	11.00
SUBMARINE ATTACK	29.00	11.00
SUPER MONACO	29.00	11.00
TENNIS ACE	29.00	11.00
THUNDERBLADE	29.00	11.00
TIME SOLDIERS	29.00	11.00
ULTIMA 4	39.00	15.00
VIGILANTE	29.00	11.00
WANTED	24.00	9.00
WONDERBOY	24.00	9.00
WONDERBOY III	29.00	11.00
WONDERBOY MON LAND	29.00	11.00
WORLD GAMES	24.00	9.00
WORLD SOCCER	24.00	9.00
Y'S	32.00	12.00
ZILLION	24.00	9.00
ZILLION II	24.00	9.00

NEO GEO

TITLE	NEW	USED
BASEBALL STARS	149.00	74.00
CYBERLIP	149.00	74.00
MAGICIAN LORD	149.00	74.00
NAM 1975	149.00	74.00
NINJA COMBAT	149.00	74.00
RIDING HERO	149.00	74.00
SUPER GOLF	149.00	74.00
SUPER SPY	149.00	74.00
WORLD BOWLING	149.00	74.00

NINTENDO NES

NES ACTION PACK	99.00
NES TURTLE PACK	79.00
NES ADVANTAGE	39.00
NES ZAPPER GUN	24.95
NES 4 SCORE	29.00

TITLE	NEW	USED
10 YARD FIGHT	24.95	14.00
ADVENTURES OF LINK	39.95	23.00
AIRWOLF	19.99	11.00
BAD DUDES	34.99	20.00
BATMAN	39.95	23.00
BAYOU BILLY	34.99	20.00
BIONIC COMMANDO	39.95	23.00
BLACK MANTA	29.99	17.00
BLADES OF STEEL	29.99	17.00
BOBBLE BUBBLE	24.95	14.00
CASTLEVANIA	29.95	17.00
DAYS OF THUNDER	39.95	23.00
DEFENDER OF THE CROWN	39.95	23.00
DONKEY KONG 3	19.95	11.00
DONKEY KONG CLASSICS	19.95	11.00
DONKEY KONG JUNIOR	19.95	11.00
DOUBLE DRAGON	34.99	20.00
DOUBLE DRAGON 2	39.95	23.00
DOUBLE DRIBBLE	24.99	14.00
DUCK TALES	39.95	23.00
EXCITEBIKE	19.99	11.00
FAXANADU	29.99	17.00
FESTERS QUEST	29.95	17.00
GAUNTLET II	39.95	23.00
GHOST AND GOBLINS	24.95	14.00
GHOSTBUSTERS II	34.99	20.00
GOLF	24.95	14.00
GOONIES II	29.95	17.00
GRADIUS	24.95	14.00
GREMLINS II	39.95	23.00
GUMSHOE	29.95	17.00
GUNSMOKE	24.95	14.00
HOGANS ALLEY	29.95	17.00
ICE CLIMBER	24.95	14.00
IKARI WARRIORS	29.95	17.00
IRON SWORD	34.99	20.00
JACK NICKLAUS GOLF	34.99	20.00
KID ICARUS	29.95	17.00
KUNG FU	24.95	14.00
LEGEND OF ZELDA	39.95	23.00
LIFE FORCE	24.99	14.00
MACH RIDER	29.95	17.00
MARIO BROS	19.95	11.00
MEGA MAN	34.95	20.00
MEGA MAN II	39.95	23.00
METAL GEAR	34.95	20.00
METROID	29.95	17.00
PAPERBOY	19.99	11.00
PINBALL	24.95	14.00
PINBOT	29.99	17.00
POPEYE	29.95	17.00
PRO WRESTLING	29.95	17.00
PROBOTECTOR	29.99	17.00
PUNCH OUT	24.99	14.00
RAD GRAVITY	29.99	17.00
RAD RACER	29.95	17.00
RC PRO AM	29.95	17.00
RESCUE	24.99	14.00
ROBO WARRIOR	29.95	17.00
ROBOCOP	39.95	23.00
RUSH N ATTACK	29.95	17.00
RYGAR	34.95	20.00
SECTION Z	24.95	14.00
SIMON'S QUEST	29.95	17.00
SKATE OR DIE	24.95	14.00
SNAKE RATTLE AND ROLL	24.99	14.00
SOCCER	24.95	14.00
SOLAR JETMAN	29.99	17.00
SOLOMAN'S KEY	19.99	11.00
STEALTH ATF	29.99	17.00
SUPER MARIO BROS	24.95	14.00
SUPER MARIO BROS II	39.95	23.00
SUPER OFF ROAD	24.99	14.00
TENNIS	24.95	14.00
TETRIS	24.95	14.00
TIGER HELI	19.99	11.00
TO THE EARTH	24.95	14.00
TOP GUN	29.95	17.00
TRACK & FIELD 2	29.99	17.00
TROJAN	24.95	14.00
TURBO RACING	34.99	20.00
TURTLES	34.99	20.00
URBAN CHAMP	24.95	14.00
WILD GUNMAN	29.95	17.00
WIZARDS AND WARRIORS	29.95	17.00
WORLD CUP	29.99	17.00
WORLD WRESTLING	34.95	20.00
WRECKING CREW	29.95	17.00
XEVIOUS	24.95	14.00

PC ENGINE

TITLE	NEW	USED
AFTERBURNER II	30.00	15.00
ATOMIC ROBOKID	30.00	15.00
BATMAN	30.00	15.00
BOMBERMAN	30.00	15.00
BURNING ANGEL	30.00	15.00
CHAN & CHAN	25.00	12.00
CHASE HQ	30.00	15.00
CYBER COMBAT POLICE	33.00	16.00
DEVIL CRASH PINBALL	30.00	15.00
DIE HARD	30.00	15.00
DON DOKO DON	30.00	15.00
FINAL BLASTER	30.00	15.00
FORMATION FOOTBALL	30.00	15.00
GAMOLA SPEED	30.00	15.00
GUNHEAD	30.00	15.00
HEAVY UNIT	30.00	15.00
HELL EXPLORER	30.00	15.00
HURRICAN	30.00	15.00
IMAGE FIGHT	30.00	15.00
KLAX	30.00	15.00
LEGENDARY AXE	30.00	15.00
LEGENDARY AXE II	30.00	15.00
MR HELI	30.00	15.00
NEW ZEALAND STORY	30.00	15.00
NINJA SPIRIT	30.00	15.00
NINJA WARRIORS	25.00	12.00
OPERATION WOLF	30.00	15.00
ORDYNE	25.00	12.00
OVER RIDE	30.00	15.00
PACLAND	25.00	12.00
PC KID	30.00	15.00
POWERDRIFT	30.00	15.00
R-TYPE 1	25.00	12.00
R-TYPE II	25.00	12.00
RABIO LEPUS SPECIAL	30.00	15.00
SHINOBI	25.00	12.00
SON & SON II	25.00	12.00
SON OF DRACULA	30.00	15.00
SPLATTERHOUSE	30.00	15.00
SUPER STAR SOLDIER	30.00	15.00
TATIO BIKE RACING	30.00	15.00
THUNDERBLADE	30.00	15.00
TIGER HELI	30.00	15.00
TOY SHOP BOYS	30.00	15.00
VIOLENT SOLDIER	30.00	15.00
W-WING	30.00	15.00
WALLABY	33.00	16.00
ZIPANG	30.00	15.00

SUPER FAMICOM

SUPER FAMICOM (SCART) + 2 GAMES	299.00

TITLE	NEW	USED
ACTERISER	40.00	24.00
BIG RUN	40.00	24.00
BOMBUZAL	30.00	18.00
DARIUS TWIN	42.00	25.00
F-ZERO	42.00	25.00
FINAL FIGHT	42.00	25.00
GRADIUS III	40.00	24.00
HOLE IN ONE	40.00	24.00
PILOT WINGS	42.00	25.00
POPULOUS	40.00	24.00
SUPER MARIO WORLD	40.00	24.00

PHONE NOW FOR OUR FREE PART EXCHANGE PRICE LIST

WHIZZ-KID GAMES,
UNIT 9, MID KENT
SHOPPING CENTRE,
ALLINGTON, MAIDSTONE
KENT, ME16 OXX

PLEASE ADD TO ALL ORDERS
P&P £1 PER GAME, £5 CONSOLES

FAST DELIVERY
PERSONAL CALLERS
WELCOME.

NAME ______________________

ADDR ______________________

TEL ______________________

C/CARD NO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

EXP DATE __ / __ / __

ALL CHEQUES MUST BE SUPPLIED WITH CHEQUE CARD NUMBER

GAME	MACHINE	PRICE

CARRIAGE ____

CHEQUE ☐

ACCESS/VISA ☐

TOTAL ____

MMJULY

Please note that due to a 2 month lead time in placing this advertisment our used prices may be different. - All games subject to availability.